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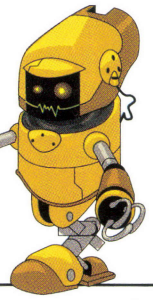


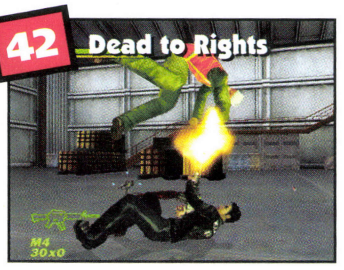
LIFE REVOLVES AROUND THE SUN(SHINE)

Nintendo fans everywhere have that impish twinkle in their eyes. The one that says "we're getting a great new Mario game, and you're not." And, unless you've already plunked down the $150 for a GameCube, they're right. *Mario Sunshine* is one helluva game, and is a repayment of sorts for all the Nintendo fans that just sat through a year without any true first-party magic (*SSBM* aside).

Mario's appearance signals the beginning of a virtual parade of established video game stars this fall. Zelda, Star Fox, Metroid, the Resident Evil gang, Tony Hawk and the like will soon be knocking at your door, asking for another 50 bucks. While most of us will gladly hand it over, I'd like to see some originality as well.

Eternal Darkness showed what a tightly-scripted, thought out story and concept can add to a game. Several mascot-driven games (*Blinx*, *Ratchet & Clank*) are trying new things this fall, and I applaud these efforts. There's nothing like playing something that truly feels new. OK, end of rant, back to Mario :)

- Dan Leahy
Editor in Chief



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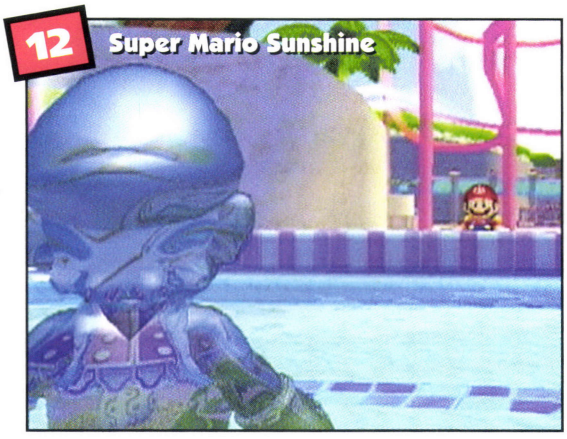

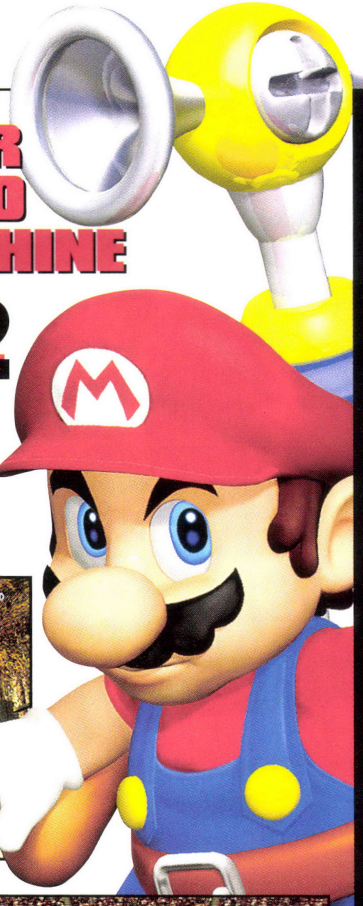

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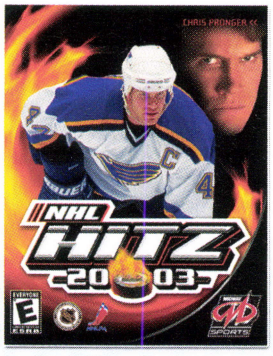

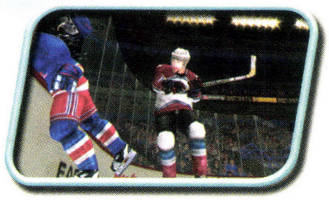

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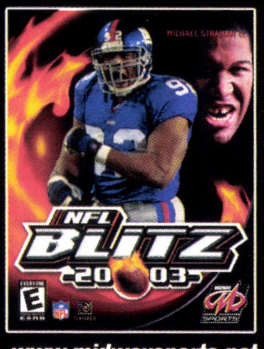

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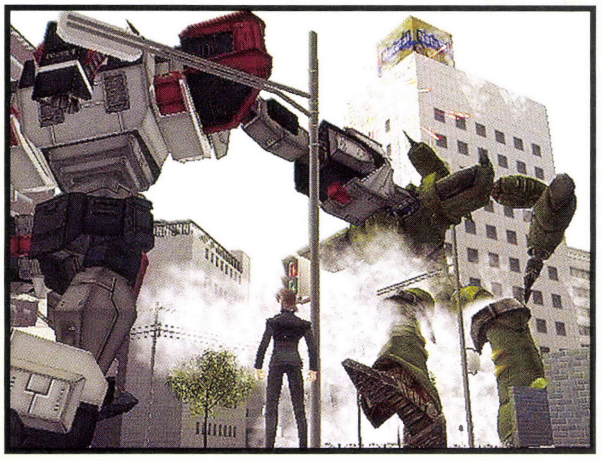
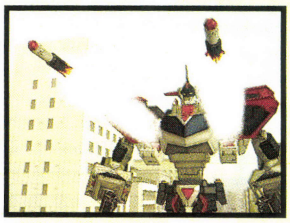
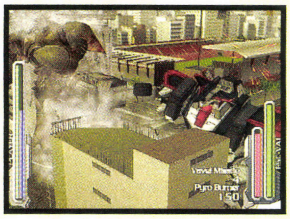
START WITH OUR LATE-BREAKING, EARTH-SHAKING LOOK AT WHAT'S NEXT







THE FIRST LOOK

Mech games are all the rage this holiday season. We take a look at three standout titles that you simply shouldn't miss.

MECH MADNESS

ROBOT ALCHEMIC DRIVE

Games like *Gundam* or *Zone of the Enders* have taught us that giant robots are really fast, agile fighting machines that can dart around and take on multiple enemies with little effort.

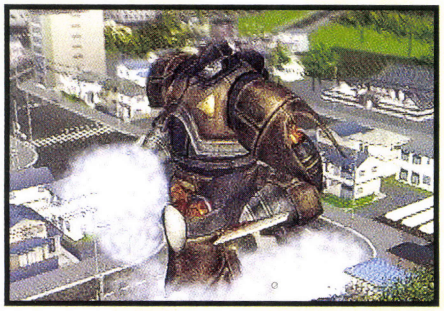
Enix is taking a different approach in its upcoming *Robot Alchemic Drive* (or *RAD* if you wanna sound hip). The mechs in this game are huge, slow and very destructive. Citizens flee, buildings crumble, and the earth shakes as they face off with each other. It's like a Godzilla movie.

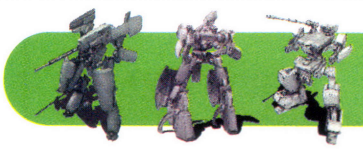
"Citizens flee, buildings crumble and the earth shakes. It's like a Godzilla movie."

The really cool part of *RAD*, however, is not necessarily the giant robots (although we've gotta admit, they are pretty awesome), but how you control them. Instead of sitting in some safe cockpit and pressing a few buttons, *RAD* places your character on the ground and right in harm's way. See, you pilot your big robot by remote control, meaning that your frail human body is in danger of being crushed by your enemy, falling buildings, various weapons, etc. Get in the way of the battle, and it's pancake city.

So what's that mean? Basically that you have to control not only your mech (it is depending on you to help save the earth, after all), but take time out once in a while to find your pilot a good, safe vantage point. Remember, you can't fight if you can't see what's going on. Perch atop a building at a reasonable distance and hope your opponent doesn't decide to use you for target practice.

Of all the mech games coming out, *RAD* sits right up there with *Steel Battalion* in terms of sheer originality. Oh, and did we mention some of the later robots in the game even transform? Dude! It's totally... well, *RAD*!





ROBOTECH: BATTLECRY

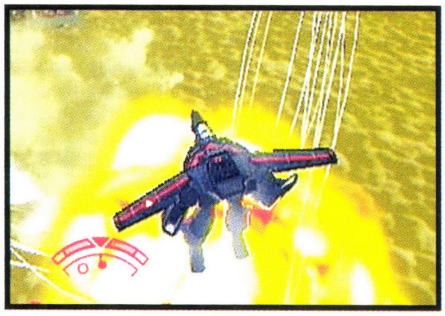
If you're not a card-carrying member of the over-20 club, you probably don't remember *Robotech*. This mid-'80s TV show was like an animated sci-fi soap-opera that guys were allowed to watch because it also featured loads of cool, transforming robots fighting an intergalactic war. Now, almost two decades after the show originally aired, TDK Mediactive and developer Vicious Cycle are finally bringing fans what they deserve; a truly exciting game based on this ground-breaking series (yes, we know that *Robotech* was spliced from three different Japanese shows, so don't even think about writing us a letter).

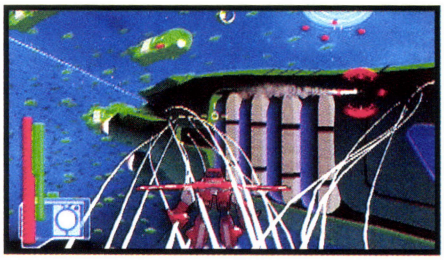
Battlecry is set against the backdrop of the first Robotech war (the series was divided into three) and features the exploits of one Jack Archer. While this pilot wasn't in the show, he will interact with the likes of Roy Fokker, Rick Hunter and a bevy of characters that Robotech loyalists know and love. What's more, all the original voice actors will reprise their roles for the game.

Alright, so *Robotech* should keep fans of the series happy. But what about the other 99 percent of us? What do we get? Well, for starters, we get to fly cool, transforming jets through missions in space, in the skies and on land. We get to destroy lots of enemy battlepods, take on huge motherships, and defend the beleaguered citizens of a war-torn earth from an alien threat.

Picture it: You're on patrol in the streets of Macross city when you're set upon by four battlepods. You switch to Guardian Mode (basically a plane with arms and legs) and let loose a barrage of missiles. Three down, one to go. As the final bogey tries to flank, you jab your directional pad, switch to Battloid (read: big robot) Mode and take out the battlepod but a few buildings in the process. Next, you transform into Fighter Mode and blast off in search of more trouble.

Robotech is shaping up nicely, and will appeal to hardcore fans of the show as well as casual gamers just looking for some action. Don't miss it this October.



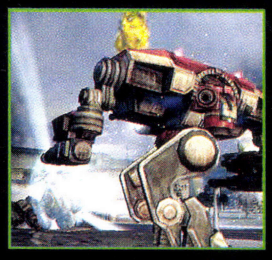


ON THE HORIZON

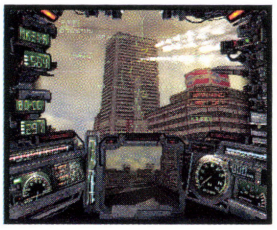
Can't get enough mech goodness? Then you'll want to be sure to check out *Mobile Suit Gundam: Federation vs. Zeon* and *War of the Monsters* for the PS2, and *MechAssault* for the Xbox. Expect lots of bot-smashing goodness later this fall.

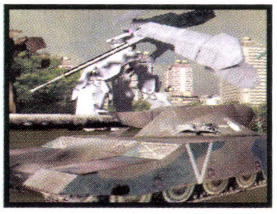
Mobile Suit Gundam (PS2)

War of the Monsters (PS2)



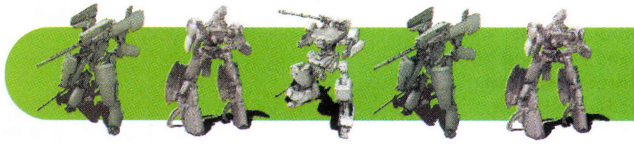
MechAssault (Xbox)





THE ULTIMATE SETUP

Awww, yeah. Now this *is pod racing. You've got your Xbox, TV and* Steel Battalion *controller. What more could you could you want? May we suggest beef jerky?*



STEEL BATTALION

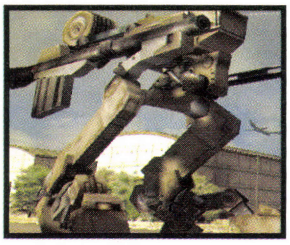
The rumors are true. The controller for Capcom's upcoming mech sim is bigger than a small village in Paraguay; the graphics are more stunning than Elizabeth Hurley in Bedazzled; the gameplay is more ambitious than one of Davinci's paintings; and the whole thing is coming to an Xbox near you this fall. What in blazes are we talking about? Steel Battalion.

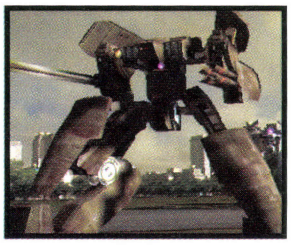
Just imagine sitting behind a controller with more than 40 buttons, commanding a Vertical Tank (or VT for you mech hipsters) named "Behemoth," "Decider" or "Falchion," and taking out the bad guys with cannons, plasma torches, missiles and more, all from a cockpit view for the ultimate immersive mech experience.

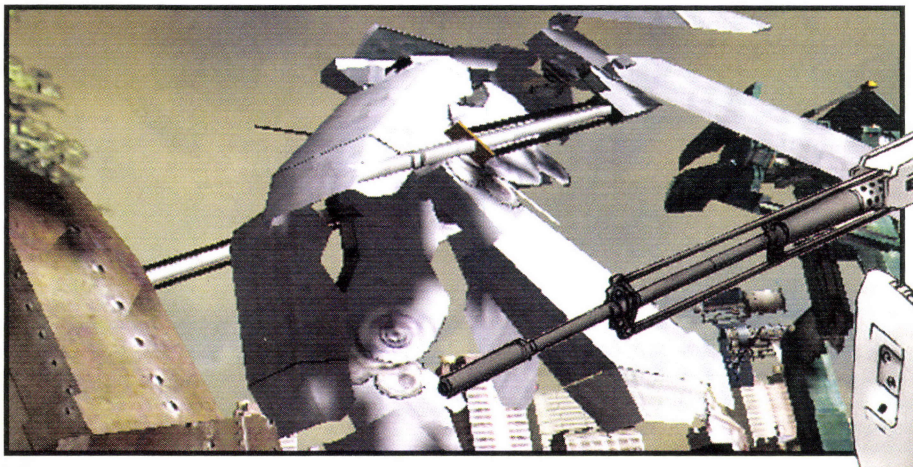
So how do you keep that spankin' new mech from becoming a bullet-ridden wreck? Strategy. Players will need to use brains and brawn if they plan on doing battle with dozens of adversaries at once and surviving. There's a full-fledged riot going on (thanks to a military dictatorship), and it will be the player's job to diffuse it—so much for just marching in blindly.

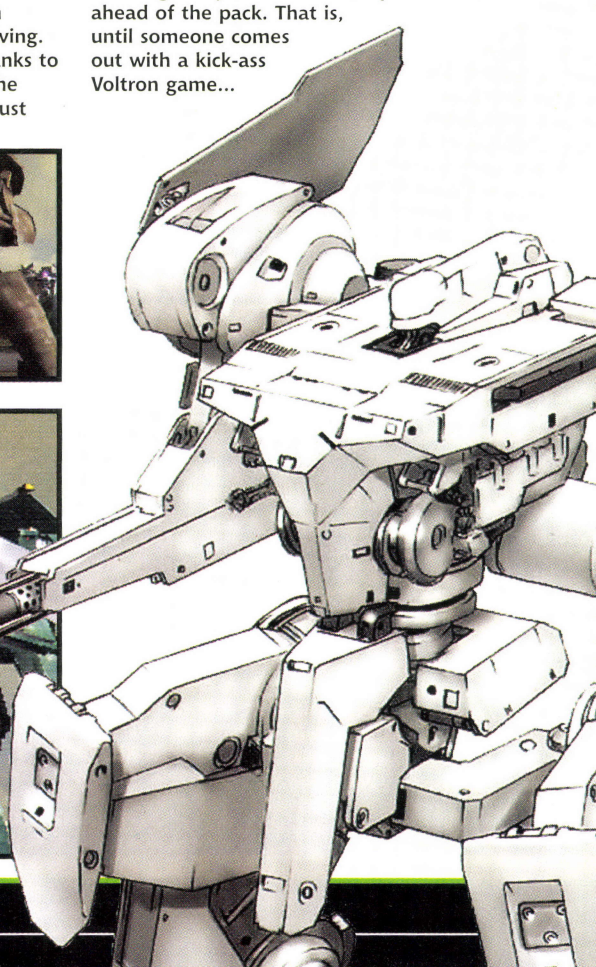
As players progress, they'll unlock new missions and levels (12 in all), maps and even enemy robots when the game is complete to keep the replay value strong.

With the onslaught of mech games out there, we think its Steel Battalion's controller and originality that should keep it fresh and ahead of the pack. That is, until someone comes out with a kick-ass Voltron game...









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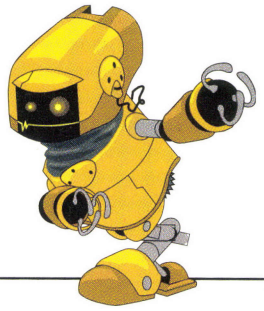
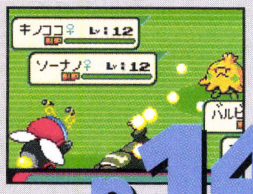


POKÉMON UPDATE
A trickle of Pokémon news.



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Is this platform game going to deliver what it promises?

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Super Mario Sunshine

Shine on, you crazy plumber

After far too long of a wait, Nintendo has finally delivered the highly-anticipated *Super Mario Sunshine* to the GameCube.

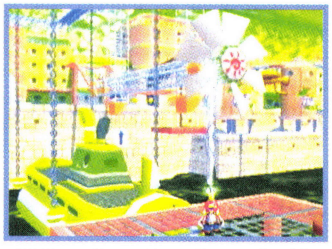
Last month's preview of *Sunshine* was based on an early demo of the game. Now, we've gotten our eager little hands on the complete version, and although we won't have a review ready until next month, we just couldn't keep this game to ourselves. We had to share some of *Sunshine*'s more exciting details.

So check out some of the cool stuff that you can do in Mario's latest adventure, and tune in next month for a full review (based on our first few hours of playing, you can expect a pretty high score).

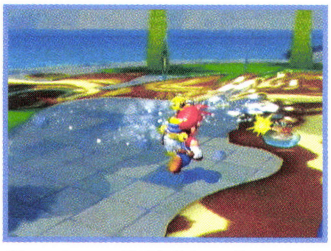
Meet FLUDD

We've all seen Mario's new backpack in *Sunshine*, but did you know that this strange device is alive? It's true. This talking machine is named FLUDD (Flash Liquidizer Ultra Dousing Device), and it was invented by Professor E. Gadd, the scientist from *Luigi's Mansion*. Besides handing out advice, FLUDD is useful for a lot of things. Check it out.

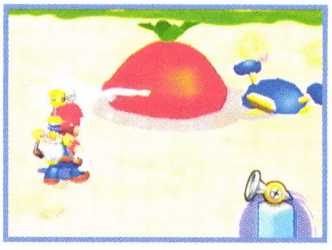
Switch FLUDD to jetpack mode to get an extra boost on your jumps.



FLUDD can be used to solve puzzles, like spraying this fan to make it spin.



The main use of FLUDD is to clean up all the goo that covers Isle Delfino.



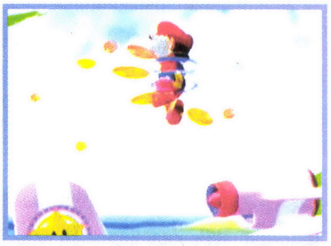
Some creatures or plants expand when you spray them. Try spraying everything.

Mario's Moves

We're all familar with Mario's basic moves like his triple jump and his ability to carry items. *Super Mario Sunshine* brings back all those classic moves as well as introducting all sorts of new ones. Here's a sneak peek at some of the many techniques that you'll have to master in order to find all the hidden Shines.

The best way to squish an enemy is the classic butt stomp. Jump, then press L.

To do a side flip, quickly press Left, Right and then jump. You'll dodge like a pro.



Is Mario covered with goo? Spin the stick in a circle and jump to spin-jump it off.

Not only can Mario climb on grating, he can also hang from the grated ceilings.

Walk the tightrope, bounce on it, or even hang from it and spin with your jetpack.

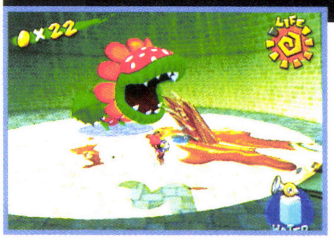
To reach higher levels, Mario can always wall jump to propel himself skyward.

There's only one way to get around on water—hop on a squid and surf away!

Big Bad Boss Fights

What action/platform game is complete without some boss battles? In true Mario fashion, *Sunshine* contains some wacky bosses that require a little imagination to defeat. Here's some of the eariler monsters that you'll encounter as well as tips on beating them.

PETEY PIRANHA *Where you fight him: Bianco Hills—Episode 2*

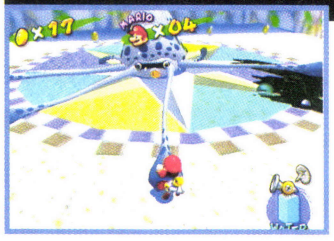


Petey occasionally spits up goo. Quickly clean it up, as it spawns more enemies.

When Petey opens his mouth to spit, shoot water into his mouth until he falls.

Once Petey falls onto his back, climp up on his belly and butt stomp his navel.

GOOPER BLOOPER *Where you fight him: Ricco Harbor—Episode 1*



Jump on Gooper's flailing tentacles, then grab one. Pull on it until it snaps off.

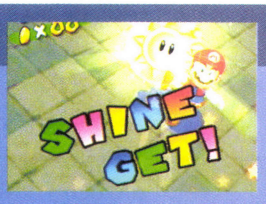
Once all four tentacles have been ripped off, grab Gooper's mouth and pull.

WIGGLER *Where you fight him: Gelato Beach—Episode 3*

Water the buds so that they fully expand as Wiggler passes by them.

Once the expanding bud flips Wiggler onto his back, butt stomp his belly.

Got "Get?"



One minor, yet noticeable change between the Japanese and U.S. versions of *Mario Sunshine* is when you collect a "Shine" at the end of a level (they're much like *Mario 64*'s Stars). Upon collecting a Shine, the U.S. version displays the word "Shine!" on the screen as Mario performs his victory dance. The Japanese version, however, features the more grammatically-incorrect but far more charming, "Shine Get!" Sure, it's a minor point, and certainly nothing that can be held against the game, but this fun bit of broken English will be missed in the domestic version.

But That's Not All...

There's plenty more secrets to find in *Sunshine*, including some old friends (see below). Check back next month for more.

Is that who you think it is? Well, we don't want to give all the secrets away.

Pokémon Update

Pokémon Ruby *and* Sapphire *comes to the Game Boy Advance next year!*

Nintendo has finally revealed the names of the two new installments of the Pokémon saga, which were previously announced for the Game Boy Advance.

Pokémon Ruby and *Pokémon Sapphire* are scheduled to be released for the portable system on November 21 in Japan, and next year in the U.S. Like the previous pairs of Pokémon games (*Red* and *Blue*, and *Gold* and *Silver*), *Ruby* and *Sapphire* will feature the same adventure, with the only difference being the types of Pokémon that you are able to catch in each version.

In total, there are now 351 Pocket Monsters (100 more than in *Gold* and *Silver*), with each cartridge containing about half of the little critters. If you want to catch 'em all, you're going to have to do a lot of trading with your friends.

As we've stated before, the latest quest features two new characters, a boy and a girl, and a whole new land to explore. What we have just recently learned, however, is that *Ruby* and *Sapphire* will feature a brand new way to battle Pokémon—two on two battles (check below for more information).

Although we don't have many details on the new games, we did manage to score some new screen shots. Check them out, you'll also notice a few of the brand new Pokémon.

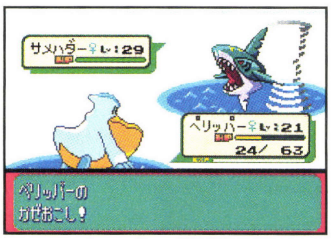
FOUR ON THE FLOOR *With* Ruby *and* Sapphire*'s new 2-on-2 battles, up to four Pokémon can battle at once. Catch 'em all and then fight!*

New Pokémon

Even though the Japanese release of *Pokémon Ruby* and *Sapphire* is mere months away, Nintendo has been pretty shy about sharing the names of the 100 new Pokémon (Nintendo is notoriously stingy with any kind of new information, so this shouldn't be a surprise).

So far, only a few of the U.S. names have been revealed: Kecleon, Azurill, Wailmer, Volbeat and Wynaut. In these new screen shots, however, we see three previously-unseen monsters.

Pelipper is the pelican, Samehader is the shark (both are probably Water Type Pokémon) and Kinococo is the yellow, mushroom-looking thing (most likely a Grass Type). Of course, these are the Japanese names, and they will most likely change when the games reach these shores.



2-on-2 Battles

Perhaps the biggest innovation in *Pokémon Ruby* and *Sapphire* is the multi-Pokémon battles. Now, instead of just having Pikachu out on the battle field, you can have Charizard backing him up.

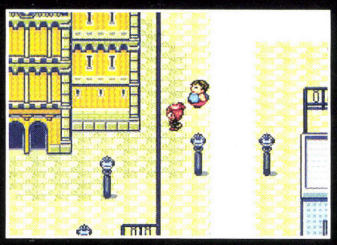
Imagine how handy it will be to have another Pokémon out on the field when one of them faints. No more frantically switching it out for another combatant—you'll be able to instantly continue the fight.

This new addition should double the excitement as well as the strategy of these new games.

A New World

There's a whole new world to explore in *Pokémon Ruby* and *Sapphire*. Nintendo has yet to reveal the name of this land, but expect it to be much larger than that worlds in the previous games.

Will you be able to travel to Kanto (from *Pokémon Red* and *Blue*) or Johto (from *Pokémon Gold* and *Silver*) after completing this game? Again, Nintendo won't say, but it would be a cool bonus. After all, You could return to Kanto after playing though Johto in *Gold* and *Silver*. Besides, it would be nice to see Ash make a cameo in this new adventure.



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Danny Way is no stranger to world records — in 1997 he set the world record for the highest air. On April 16 and 17, 2002, at a windy inland California location, Danny set not one, but two world records, for both the longest and highest air. Danny broke both records while filming for a pay-per-view television event called King of Skate. Danny has once again surpassed the bounds of the ordinary and set himself apart from the crowd. Congratulations Danny.
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FAN MONTH

A Quick Look At What's Selling This Month

SEPTEMBER GAME RELEASES

BE ON THE LOOKOUT FOR THESE FINE GAMES!

GAME BOY ADVANCE

- Castlevania: Harmony of Dissonance
- Collin McRae Rally 2.0
- Downforce
- Driver 2
- Mega Man Zero
- Reign of Fire
- Top Gun: Firestorm Advance
- Worms World Party
- Yoshi's Island: Super Mario Advance 3

GAMECUBE

- Animal Crossing
- Crash Bandicoot: Wrath of Cortexx
- Pac-Man Fever
- Scooby Doo! Night of 100 Frights
- Star Fox Adventures: Dinosaur Planet
- Star Wars: The Clone Wars
- Timesplitters 2
- Worm's Blast

PLAYSTATION 2

- Dino Stalker
- Dynasty Tactics
- Grandia Xtreme
- Gun Grave
- Need for Speed: Hot Pursuit 2
- Ninja Assault
- Robocop
- Sly Cooper and the Thievius Maximus
- Summoner 2
- Tekken 4
- Timesplitters 2
- Vexx

XBOX

- Blade II
- Hitman 2: Silent Assassin
- Myst III: Exile
- Quantum Redshift
- Robotech: Battlecry
- Sega GT 2002
- Sega Soccer Slam
- Taz: Wanted
- The Thing
- Timesplitters 2

THE HOT 3 OF SEPTEMBER

Want to get your hands on every game out there, but just don't have the scratch? Each month *GameNOW* picks the top three titles coming out we think you simply must have. So go ahead, get the best, and get 'em while they're hot! Here's our favorites for ????:

Castlevania GBA
GameBoy Advance

Sly Cooper
Playstation 2

Timesplitters 2
Xbox

U.S. TOP TEN

THE 10 BEST-SELLING GAMES OF MAY

1. **Spider-Man** (Activision/PS2)
2. **DBZ: Legacy of Goku** (Infogrames/GBA)
3. **Grand Theft Auto 3** (Rockstar/PS2)
4. **Medal of Honor: Frontline** (EA/PS2)
5. **Gran Turismo 3** (Sony CEA/PS2)
6. **Resident Evil** (Capcom/GC)
7. **Spider-Man** (Activision/Xbox)
8. **Halo** (Microsoft/Xbox)
9. **Spider-Man** (Activision/GC)
10. **Super Mario World: SMA2** (Nintendo/GBA)

READER TOP TEN

1. **Grand Theft Auto 3** (Rockstar/PS2)
2. **Resident Evil** (Capcom/GC)
3. **DBZ: Legacy of Goku** (Infogrames/GBA)
4. **Eternal Darkness** (Nintendo/GC)
5. **Spider-Man** (Activision/PS2)
6. **Spider-Man** (Activison/Xbox)
7. **Super Mario World: SMA2** (Nintendo/GBA)
8. **Medal of Honor: Frontline** (EA/PS2)
9. **Super Smash Bros. Melee** (Nintendo/GC)
10. **Sonic Adventure 2 Battle** (Sega/GC)

To enter the Reader's Top Ten, send your info to:

game_now@ziffdavis.com

EDITOR'S TOP TEN

WHAT THE GAMENOW STAFF IS PLAYING WHEN THEY SHOULD BE WORKING

Number 1	Number 2	Number 3	Number 4	Number 5
Super Mario Sunshine (Nintendo/GC)	**SOCOM: US Navy SEALs** (Sony CEA/PS2)	**Crazy Taxi 3: High Roller** (Sega/Xbox)	**Super Monkey Ball 2** (Sega/GC)	**Contra: Shattered Soldier** (Konami/PS2)

Number 6	Number 7	Number 8	Number 9	Number 10
Onimusha 2 (Capcom/PS2)	**Beach Spikers** (Sega/GC)	**Madden NFL 2003** (EA/PS2)	**Gun Grave** (Sega/PS2)	**NFL 2K3** (Sega/Xbox)

JAPAN TOP TEN

JAPAN'S 10 BEST FROM 7/1 TO 7/7

1. **Yu-Gi-Oh! Duel Monsters 7** (Konami/GBA)
2. **Kengo 2** (Genki/PS2)
3. **Digimon World 3** (Bandai/PSone)
4. **Golden Sun: The Lost Age** (Nintendo/GBA)
5. **World Soccer Winning Eleven 6** (Konami/PS2)
6. **One Piece** (Bandai/GBC)
7. **.hack Volume 1** (Bandai/PS2)
8. **Victorious Boxers: Champ. Ver.** (ESP/PS2)
9. **Dino Stalker** (Capcom/PS2)
10. **Arc the Lad: Kishin Fukkatsu** (Bandai/WSC)

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This isn't just another game recycled from console antiquity. Boulder Dash EX features scaling and rotation that literally turns this arcade hit upside down!

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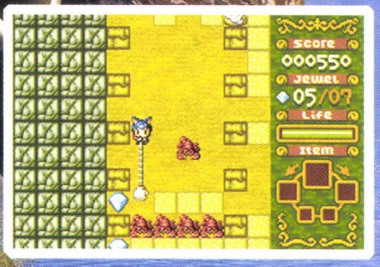

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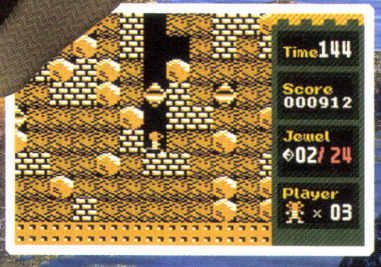
Experience awesome scaling & rotation innovations!

Multiplayer option: up to four players with one Game Pak!



Three ways to play! Choose between EX puzzle mode, EX battle mode or Classic mode!

EVERYONE
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CONTENT RATED BY ESRB

Official Nintendo Seal of Quality

GAME BOY ADVANCE

KEMCO

FIRST STAR SOFTWARE

COMING IN SEPTEMBER!

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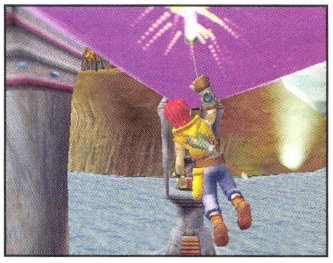


Haven: Call of the King

To Space—and Beyond!

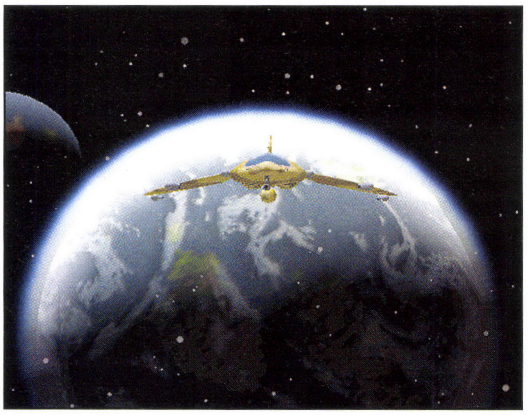
Mom is so busted. Yeah, she said we wasted all those years in front of our video games, but you know what? She was wrong. Every precious minute we spent playing those games was, in fact, preparation for *Haven*, a title that draws upon the core concepts we learned playing everything from *Mario 64* to *Star Wars: Starfighter*.

Big, bold and blessed with more diversity than a Staten Island census, *Haven*'s a genre hybrid like none we've seen before. Boasting 50-plus hours of gameplay, not to mention massive mini-boss battles and hundreds of characters that can be on-screen at any given time, *Haven's* trying to break the mold of the typical platformer. For example, most adventure games have you running around on foot, but *Haven*, which offers a variety of transportation methods, isn't like most adventure games. Utilizing seamless load technology (as in zero wait time), you'll flit between different vehicles such as speed boats and buggies at the drop of a hat. Secure the right vehicle, and you can even blast off into space, where you can admire recognizable landmarks.

Haven's being designed by Traveler's Tales, which up until now has been the masters of all things licensed. Needless to say, this game is a breakout effort for the company. *Haven* is a big risk for Traveler's Tales, but if it's successful, it could represent a quantum leap forward for interactive entertainment developers in general.

If the designers can fulfill their vision of a game that lets you casually shift between turret shooting sequences, interstellar dogfights and briskly paced jaunts through booby-trapped halls, well, they just might have a hit on their hands. One can't help but marvel at the title's potential.

So far, so good for publisher Midway, who's also banked a lot on *Haven*. Forget *Sly Cooper* and *Vexx*. If the product's personality matches its technical expertise, fans could well make this the action-adventure of choice when it ships this November.



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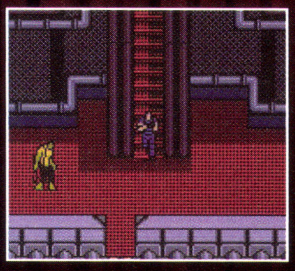

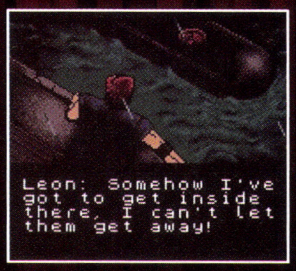

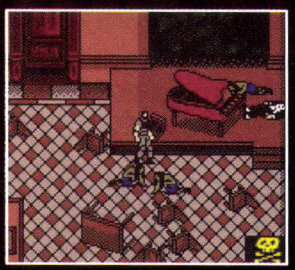

Experience the action, the intrigue and the fight of your life in this brand new chapter of Resident Evil. Hosts of deadly zombies, countless traps and lurking horrors: will their discovery take you closer to the source of the Resident Evil or lessen your chances of survival?

TEEN
T
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Blood
Violence

GAME BOY COLOR

Virgin INTERactive

m4

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FAN FRENZY

All the Latest Gadgets, Gear and Gizmos

COOL TOYS FROM JAPAN

Virtual On Toys

Sega's mech games get the action figure treatment.

Sega's *Virtual On* games never really found a large audience in the U.S, which is a real shame, because the fast-paced, mech-blasting gameplay was loads of fun, especially with two players.

The video games were a blast, but even if you've never played a *Virtual On* title, you'll definitely be interested in these toys based on the series, especially if you're a fan of giant, Japanese robots.

There are two mechs coming out. The Apharmd One Man Rescue features 27 points of articulation, six different weapons and even a variant head. This camouflage-painted big boy will run you around $27.99.

The Specineff, a blue and white winged mech, has 20 points of articulation (not counting the wings) and comes with a bazooka and a scythe to do all sorts of damage to your lesser toys. All this for only $19.99.

Both toys are due out in December. Check your local video game store or comic shop to find them, or visit http://csls.diamondcomics.com for more details.

GAME BOY ADVANCE PREVIEW

Castlevania: Harmony of Dissonance

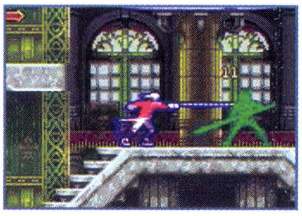
Hey! You can actually see what's going on!

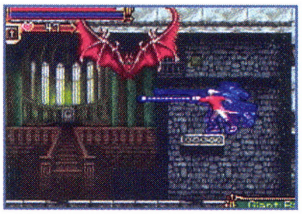
When the Game Boy Advance first came out, *Castlevania: Circle of the Moon* was THE game to get. Now, a little over a year later, Konami is releasing the sequel.

Much like *Circle of the Moon, Harmony of Dissonance* is structured like *Castlevania: Symphony of the Night* for the PSone, with a large, interconnected castle as opposed to many, smaller levels (the new castle is also much larger than the one in *CotM*, so you can expect to get a lot more play time from this new title).

During your adventure, you collect spell books, which can be combined with your various weapons to create more powerful vampire-killing tools.

Best of all, Konami learned its lesson from the first game. The action is much brighter, so you can see everything much clearer on the GBA's dark screen. You'll definitely want to grab *Castlevania: HoD* when it hit stores this September.

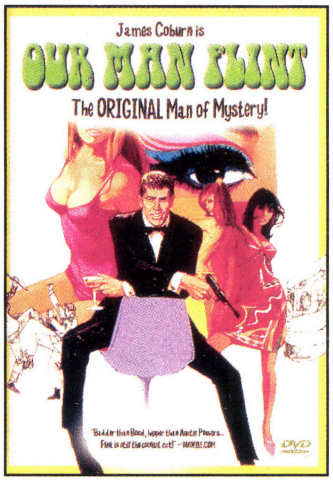




DEREK FLINT—THE ORIGINAL AUSTIN POWERS

It's hard to believe that this is our September issue, because with all the "camp" going on in these Flint movies, you'd think that we're stuck in some sort of endless summer. For those of you who didn't know, Derek Flint, the original Austin Powers (but without the bad teeth), is an American secret agent—slash athlete—slash lover—slash author—slash scientist that makes James Bond look like a guest on Jerry Springer.

Although the Flint movies were made in the '60s, their humor and camp still resonate today, especially in the wake of three Austin Powers movies (In fact, Austin himself proclaimed in *The Spy Who Shagged Me* that *In Like Flint* was his favorite movie). *Our Man Flint* and *In Like Flint* were recently released on DVD, so there's no reason why you shouldn't go check them out.



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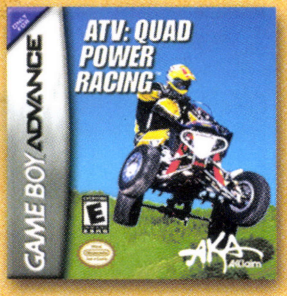

EVERYONE E CONTENT RATED BY ESRB

GAME BOY ADVANCE

AKA Acclaim™

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PLAYSTATION 2 PREVIEW

Grandia Xtreme

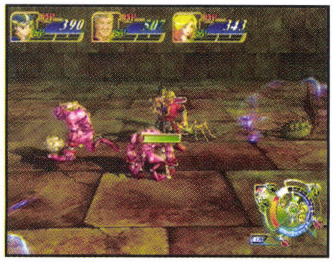
Game Arts goes Xtreme. Huh?

We don't understand why this new RPG isn't simply called *Grandia III*, because basically, that's what it is. Finally, Sony fans are getting a Game Arts title built from the ground up to take advantage of their system (the sloppy PS2 port of *Grandia II* was originally designed to run on the Dreamcast).

This series has always been best known for its unique battle system, which many feel tops the setup used in the *Final Fantasy* games. Having to focus on timing counter attacks and maintaining a good position on the battle field adds tremendously to the fun you'll have when taking on enemies.

The fully 3D environments are also a major staple in the franchise, and they've never looked better than they do here. The shoulder buttons allow full 360-degree camera rotation, so you can examine every nook and cranny of the towns and dungeons that you wind up in. We've only had a chance to play the first couple of hours of the game, but already, we've fallen in love with its humor and its distinct visual style. Look for it this September.

Evann meets... um, a "pair" of good lookin' gals right away.



The battle system is one of the most dynamic and exciting setups you'll find.

The rotating camera is helpful in towns.

This series is all about the characters.

GAME BOY ADVANCE PREVIEW

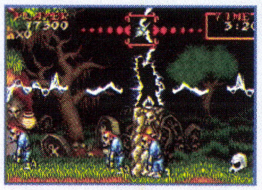
Super Ghouls 'n Ghosts

Capcom's Super NES classic returns.

Sorry, Maximo—your game was good and all, but this was the game we really wanted. Gamers of today can now experience Capcom's Super NES classic starring the brave knight Arthur and his obscenely-difficult quest that inspired *Maximo*.

Not only does this tiny cartridge contain the SNES original, it also features stages from the game's two prequels, *Ghosts 'n Goblins* and *Ghouls 'n Ghosts* in the "Arranged Mode." Talk about a deal!

Of course, we're not lying when we say that this game is insanely tough. Try it for yourself this September.

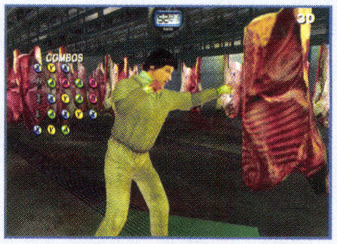


XBOX, GAMECUBE, PLAYSTATION 2

The Italian Stallion Returns

Mickey may be dead, but Rocky sure ain't.

Rocky Balboa is finally getting the chance to star in a video game worthy of his name. Ubi Soft's *Rocky* follows the Italian Stallion throughout his entire heavyweight career, allowing players to recreate classic bouts versus Apollo Creed (*Rocky I-II*), Clubber Lang (*Rocky III*) and Ivan Drago (*Rocky IV*). The climax of the game even takes place in the streets, where Balboa has to take on his protege, Tommy Gunn (from *Rocky V*). In addition to these familiar boxers, you get to take on a whole slew of new opponents, too. Our brief hands-on experience left us excited about the possibilities of both the one player and the two player game; Adrian would be proud.



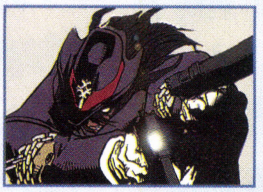
Play out scenes from Rocky's I-V.

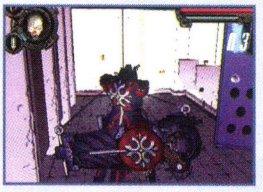
PLAYSTATION 2 PREVIEW

Gun Grave

Sega to send Dante crying home to mommy.

He came to settle the score with somebody...anybody...everybody. Imagine if Spawn and Dante had a kid (ignore the obvious scientific problems) and you've got the new star from Sega's up and coming blast-fest. And with a name like "Beyond the Grave," it might not be possible for a character to be any more bad-ass. Expect lots of double-fisted action, futuristic environments, biomechnaical villains, anime cutscenes and luscious cel-shading. If this game were dripping with any more style, it'd be too cool for its own good. Looks like we've got a killer title on our hands.



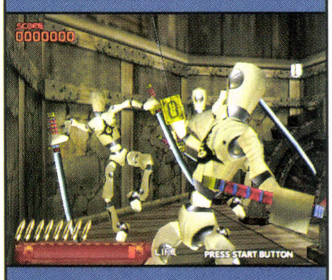


PLAYSTATION 2 PREVIEW

Ninja Assault

Sorcery, Samurais and sub-machine guns. Oh my!

Ninjas + Feudal Japan = Bustin' a cap in some fool? What the—? Yep, you read that right. Namco's latest light gun blaster, *Ninja Assault* is on its way from the arcades to your PS2, and it's loaded with enhanced visuals, bonus missions, special modes and much more. Set to the backdrop of a mystical and ancient Japan, the game pits up to two Guncon-wielding players against hundreds of demons, phantoms and monsters in order to save Princess Koto from the evil Shogun Kigai. What we've experienced so far looks and plays great, which means we probably won't be able to use the line, "puts the 'ass' in Assault" in our upcoming review. But hey, that's a good thing. *Ninja Assault* hits late September.



Just like a bunch of cyber ninjas to bring swords to a gun fight.

DRAGON CON

If you died and went to heaven, what would it be like? Would it have games, sci-fi babes, costumes and more? If so, then get ready for a piece of heaven on earth, because Dragon Con 2002 is chock full of everything mentioned above, and it's coming to Atlanta, Georgia, on August 30 through September 2. Discussion boards on Star Wars? Check. Opportunities to meet comic book illustrators? Yes sir. The occasion to dress as a Klingon and dance with a bunch of girls in cyber donkey outfits? You betcha'. Who could possibly need more? Check out www.dragoncon.org for all the mystical details.

GAMECUBE PREVIEW

Super Monkey Ball 2

Rollin', rollin', rollin'/Keep them monkeys rollin'...

We've gotten a chance to sit down and play Sega's highly-anticipated sequel, *Super Monkey Ball 2*, and it has even more single and multi-player fun packed into it than the original.

The standard game returns with tons more devilishly difficult stages to navigate your monkey through. If you thought that the Expert Mode was tough in *Super Monkey Ball*, then you haven't seen anything yet.

All the classic mini-games are back, too (well, their sequels are), and they're jam-packed full of new features. There are also six new mini-games to unlock (like Monkey Baseball and Monkey Tennis). We'll have more on those next month.

Get ready, monkey-lovers, because *SMB2* is rolling into stores this August.

A squadron of flying monkeys? What is this, The Wizard of Oz*? Oh, who are we kidding—it's the mini-game, Monkey Target 2. Sa-weet!*

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GAME	PUBLISHER	RELEASE DATE
PlayStation 2		
Sega Sports Tennis 2K2	Sega	8/2/02
Run Like Hell	Interplay	8/8/02
Madden NFL 2003	Electronic Arts	8/16/02
Onimusha 2	Capcom	8/23/02
SOCOM: US Navy Seals	Sony	8/30/02
Turok: Evolution	Acclaim	9/1/02
Robocop	Titus	9/4/02
Gundam: Federation vs. Zeon	Bandai America	9/13/02
Xbox		
Buffy the Vampire Slayer	Electronic Arts	8/9/02
Madden NFL 2003	Electronic Arts	8/15/02
Kelly Slater's Pro Surfer	Activision	8/28/02
Turok: Evolution	Acclaim	9/1/02
The Thing	Universal Interactive	9/3/02
Ghost Recon	Ubi Soft	9/15/02
NHL Hitz 20-03	Midway Games	9/20/02
Lord of the Rings: Fellowship of the Ring	Universal Interactive	9/26/02
GameCube		
Aggressive Inline	Acclaim	8/2/02
Freekstyle	Electronic Arts	8/8/02
Beach Spikers	Sega	8/15/02
Madden NFL 2003	Electronic Arts	8/16/02
Turok: Evolution	Acclaim	9/1/02
Rayman Arena	Ubi Soft	9/6/02
Mortal Kombat Deadly Alliance	Midway	9/26/02
Star Fox Adventures: Dinosaur Planet	Nintendo	9/30/02
Game Boy Advance		
Smuggler's Run	Destination Software	8/1/02
Medal of Honor: Underground	Destination Software	8/1/02
Street Fighter Alpha 3	Capcom	8/15/02
Duke Nukem Advance	Take 2 Interactive	8/15/02
Madden NFL 2003	Electronic Arts	8/29/02
Turok: Evolution	Acclaim	9/1/02
Castlevania: Harmony of Dissonance	Konami	9/13/02

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PLAYSTATION 2 PREVIEW

Dino Stalker

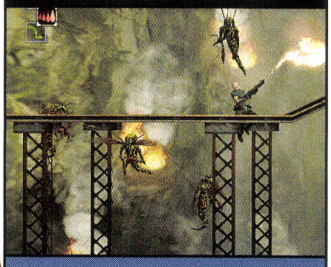
Make those scaly beasts extinct... all over again.

Ever wonder why they threw that digital pad on the back of your Guncon 2? Well stop wondering, because Capcom's *Dino Stalker* is stomping towards a store near you, and it's bringing full-on Guncon navigation along for the ride.

So what does that mean? Well, imagine if *Turok* were a light gun game, except it allowed the complete freedom to move back and forth, left and right and even spin around 360 degrees, all from your gun's D-pad. Pretty sweet, huh? Now imagine full-on frantic combat with everything from Velociraptors to T-Rexes and more, with weapons ranging from pistols to rocket launchers.

From what we've played so far, the action is totally in-your-face, yet contrasts nicely with moments of pure navigation and exploration. With areas like steamy jungles, dinosaur-infested skies and even present-day towns to explore, it's great not to be limited to the "on rails" approach so many other light gun titles seem to employ. *Dino Stalker* is set to hit shelves soon, so grab your Guncon and get ready. We'll keep you posted.

PLAYSTATION 2 PREVIEW

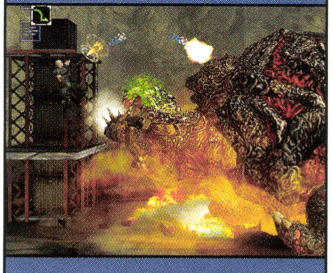


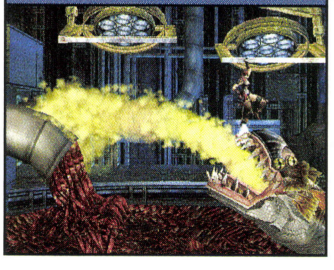
Contra Shattered Soldier

2D or not 2D? That is the question.

Just when you thought 2D games were dead, in walks *Contra Shattered Soldier*. Remember all the fast-paced action that made the *Contra* series one of Konami's best? Well, it's back, but this time with spanking new characters, levels, monsters, visuals and even 3D modes!

Even if you've never played any of the past *Contra* games, you're in for a treat: This version is easily the most technically stunning of the series, and is so addictive that we predict you'll be cancelling some major plans in the months after you buy it. With the two player Co-op Mode sucking us in, it's been near impossible to put the controller down. We're hooked, and we think you will be too when the game comes out this November.





PLAYSTATION 2 PREVIEW

Onimusha 3

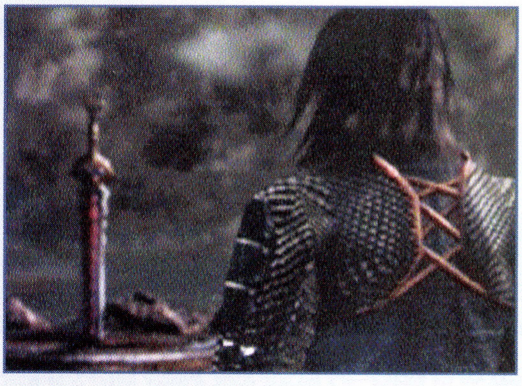
Sure, *Onimusha 2*'s not out yet, but why not?

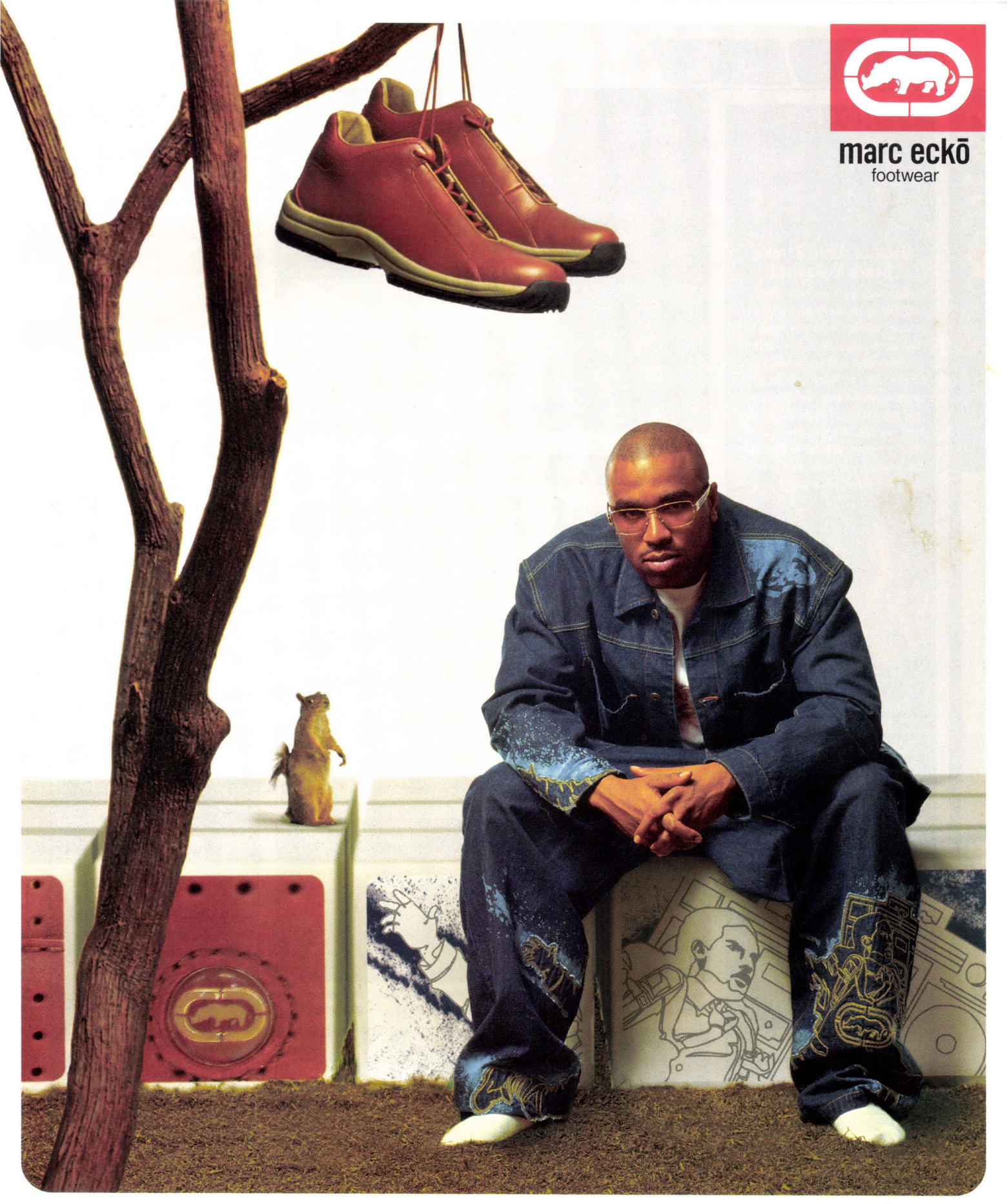
That sure looks like Samanosuke's gauntlet, doesn't it? Hmmm...

As a treat for players *Onimusha 2* players, Capcom has hidden a trailer for *Onimusha 3* that is unlocked when you complete the adventure for the first time.

Although the trailer is brief, it raises a lot of questions about the upcoming sequel. In it, we see the Bishamon Sword from *Onimusha: Warlords* stuck in the ground atop a rocky cliff. A mysterious figure approaches the sword and reaches down for it. The camera then closes in, and we see a familiar gauntlet on the man's hand. The "eye" on the end of the gauntlet winks, and the trailer ends.

Seeing that gauntlet fuels suspicion that this man is Samanosuke, the star of *Onimusha* who was M.I.A. in *Onimusha 2*. The trailer also refers to *Oni 3* as the "Final Chapter," suggesting that it's the last game in the series. As of now, no date is set for this new title, but hopefully, Capcom will reveal more soon.





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subject:
N.O.R.E.
cube series revisit

LIFE'S A BEACH

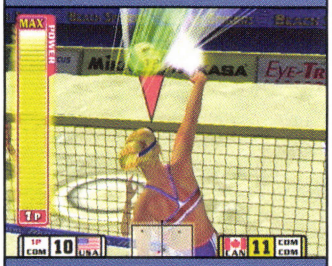
Volley-ball Vixens

Dead or Alive Xtreme Beach Volleyball

Steamy temperatures. Long afternoons spent on the beach. Hot chicks in string bikinis. Tecmo's bringing all that and a volleyball to Xbox gamers this November, and we couldn't be happier. *Xtreme Beach* looks as gorgeous as *DOA3* does, and the game puts more skin and jiggle on display than any title before it. Fun to play? We don't know yet. Fun to look at? You betcha—just make sure to keep your door closed when playing.

Beach Spikers: Virtua Beach Volleyball

Yu Suzuki, the legendary game designer responsible for *Virtua Fighter* and *Shenmue*, surprised us all by taking a lead role in the development of Sega's *Beach Spikers*. It's a sexy arcade Volleyball game featuring—drum roll, please—an attractive all-female cast. The character models aren't as scantily clad or as detailed as the *DOA Xtreme Beach* figures are, but the gameplay is top notch, especially with four players. Look for it on GameCube and PS2 this August.

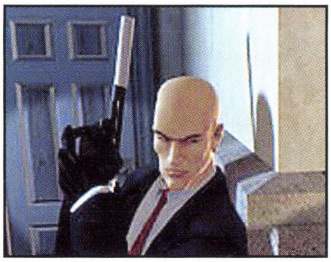


Arcade multiplayer action is what Sega's new volleyball game is all about.

Hitman 2: Silent Assassin

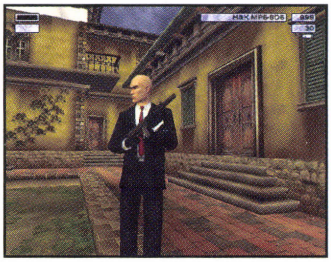
Eidos to deliver a silent but deadly sequel.

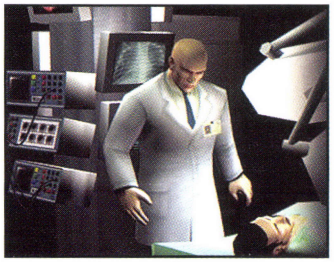
Eidos is bringing *Hitman 2: Silent Assassin* to the Xbox and PS2, and so far, it looks amazing. The new installment picks up where the original *Hitman* left off, only this time, the bald one is seeking revenge for the kidnapping of a priest from his Sicilian sanctuary. Veterans of the original *Hitman* should feel right at home: Each assignment begins with a pre-mission briefing and a massive arsenal to choose from before the action begins. Players can choose between stealthy maneuvers or full, gun-blazing action to get the job done. Because of this, the replay value of *Hitman 2* already seems high. And just like *GTA 3*, where exploration and going off the beaten path is encouraged, we enjoyed trying our "techniques" on a few unsuspecting passers-by. Our preview build was far from complete, but we were amazed by what we've seen so far, especially on the Xbox. Look for the brutal action to hit this fall.



What? A little Solid snake action? Let's hope he wore sneakers...for sneaking.

Wipe out the guards and grab their threads to blend with the surroundings.



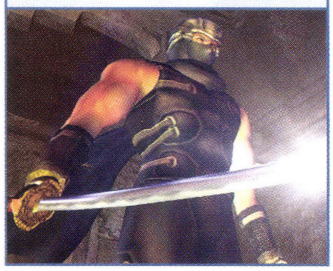


XBOX PREVIEW

Ninja Gaiden

Ryu is ready for revenge.

Or at least, we imagine he is. I mean, c'mon... the guy's been relegated to a thankless walk-on role in *DOA3*! He hasn't starred in a game of his own since the NES days. Well, it looks like Ryu's gotten a new agent, because he's back to being front and center in *Ninja Gaiden* for the Xbox. Talk about a fanboy's wet dream!



PLAYSTATION 2 PREVIEW

The Getaway

Kids come running for the sweet taste of "F."

You may want to adjust the volume on your TV set before popping in Sony's upcoming *The Getaway*. Why? Because it looks like it's the first game to actually use the "F" word (and use it frequently) without bleeping over it. That's right. The "f, dash, dash". The mother of all swears. The big kahuna that sounds like "duck," but is way more taboo to say.

So why did Sony put it in? To lend some grittiness to the game and add to the adult feel. Thanks to touches like these, *The Getaway* feels more like the films *Snatch* or *Lock, Stock and Two Smoking Barrels* than some typical *GTA III* wannabe, and it also sets a major milestone in the maturity of gaming.

"Where's my forking car?"

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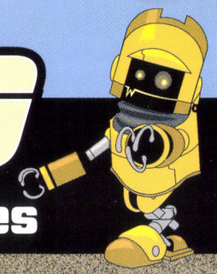
NOW PLAYING

GameNOW Takes on the Month's Top Games



Finally, Sony's online revolution is upon us. *SOCOM* and *Madden 2003* have both caught on like wildfire in this office—everybody's fighting for a chance to play these killer games. Things will get even more exciting for us when we get to take on all of you this August! We're all locked, loaded and ready to go.

MEET THE CRITICS

Dan Leahy
With eight or so football games coming out in the next month, Dan has decided that there definitely can be "too much of a good thing." Unless it's Pizza Rolls.
Favorites: *Madden NFL 2003, NCAA 2003, NFL 2K3*, anything with the number 3 in it.

Phil Theobald
Phil must have sacrificed a lot of goats to the God of Gaming this month, since he was blessed with playable versions of both *Mario Sunshine* and *Monkey Ball 2*.
Favorites: *Super Mario Sunshine, Super Monkey Ball 2, Mega Man Zero*, did I mention *Super Mario Sunshine*?

Ethan Einhorn
Why should Ethan go out and enjoy Chicago's perfect summer weather when he can just stay inside and play Sony's awesome *SOCOM: U.S. Navy SEALs* instead?
Favorites: *Buffy the Vampire Slayer, Onimusha 2, SOCOM U.S. Navy SEALs, Super Monkey Ball 2, GTA3.*

Mark Manzo
Manzo played way too much *Dead to Rights* this month. It's scarred him permanently (he insists on wearing a chicken outfit and only eating cotton candy) and so he's checked himself into a Namco rehab center.
Favorites: *Gun Grave, MOH: Frontline, The Getaway*

GRIDIRON GLORY

Yep, they're all here, except for *NCAA 2003* (which we did last month) and *Fever* (next month). It's a pigskin potpourri.

Madden NFL 2003
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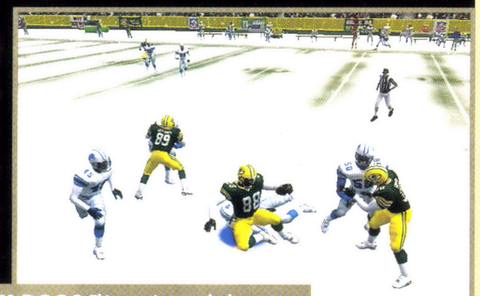

SNOW DOGS *This year's snow looks as tasty as ever. Blizzard = fun in our book.*

Onimusha 2
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Buffy
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GAMES REVIEWED

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THE SCORE SHEET

Plain and simple, this is how we break it down to come up with a final grade. Keep in mind that a C is average, B is good and A is great. Games receiving a D or F are poor and don't deserve your time. The + and - are used to add a little spin up or down. Enjoy!

CONTROL
We consider whether the control feels "on" for its given genre. Also, we like to see customizable controller configs and other options to put players in charge.

IMPACT
This is where we look at the game as a whole. Graphics and sound are a large part of impact, and originality is considered here as well.

LIFESPAN
Replay value, depth and long-term fun factor are keys to a game's lifespan. Basically, this tells you what kind of bang you get for your buck.

EXTRAS
Extra game modes, online play, special cheats/levels and more make up our extras category. The more the better, right? We thought you'd agree.

NOW RATED: *Once we've thoroughly played a 100-percent version of the game, we'll give it our final "Now Rated" grade.*

Disney × SQUARESOFT

KINGDOM HEARTS

You never know who you will run into next.

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EVERYONE
E
CONTENT RATED BY ESRB

Violence

PlayStation.2

The ultimate off-road driving adventure is heading to the Nintendo GameCube™ this summer! With five massive levels, a huge new arsenal of countermeasures and split-screen multiplayer action for up to four players, working for an elite band of smugglers has never been more exciting or dangerous. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

SMUGGLER'S RUN

WARZONES

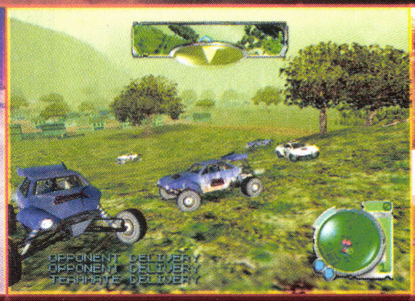
IN STORES NOW!

Set in the world's most dangerous warzones, dodge minefields and enemy cross-fire to deliver the goods.

Huge selection of off-road vehicles with reflection mapping and meticulous detail get you where you need to be.

FOUR PLAYER!

Daring missions including aerial drops and border chases take you through an immersive story line.



TEEN T CONTENT RATED BY ESRB

Violence

NINTENDO GAMECUBE™

www.rockstargames.com/smugglersrun

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PROs and CONs

PROs
- Hard to put down
- The voice headset works beautifully
- Smooth gameplay

CONs
- Button layout is a little frustrating
- Not very pretty
- Dumb A.I.

CONTROL
The game is really easy to get into, and it capably avoids feeling like a watered-down PC title. Analog movement is tight, too.

IMPACT
SOCOM is the perfect title to kick off Sony's online revolution. It's fast-paced, it offers a lot of variety, and it's extremely addicting.

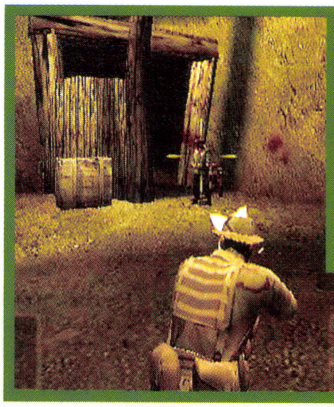
LIFESPAN
If you're picking this up to jump online, you'll get hundreds of hours out of SOCOM, easy. That's where all the action is at.

EXTRAS
You can't get a much better extra than a state-of-the-art input/output headset, provided by the hardware geniuses at Logitech.

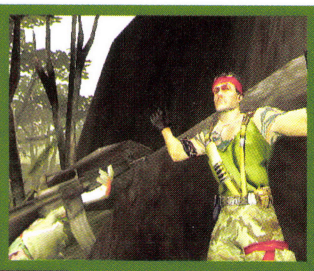
NOW RATED

A few evenings playing *SOCOM*, and you'll be convinced that the future of gaming is all about online play. This is one of the coolest games on the PS2, period.

A



The third-person perspective makes it easier to jump and dodge when enemy fire is raining down on you.



The solo mode is great, but the multiplayer arenas are what'll keep you playing for months.

SOCOM U.S. NAVY SEALS

"For weeks, it's been the only game that I've really wanted to play."

Talk about your classic productivity-killer. Ever since *SOCOM* wound up in our office, I haven't been able to put my PS2 controller down. For weeks, it's been the only game that I've really wanted to play. There are two key reasons for this:

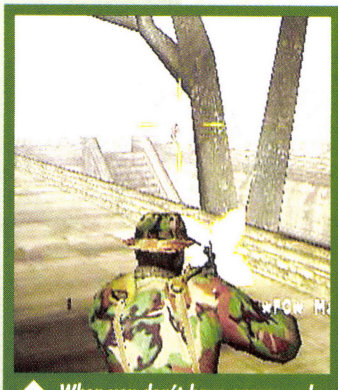
1. It feels great to take down an enemy when you know that the kill will make some hapless player in New Jersey or Mississippi scream like a pissed off toddler. Drop an opponent, and he'll have to sit on the sidelines (for up to five minutes) till the next round begins. No re-spawning in *SOCOM*!

2. You're battling alongside real teammates who are relying on your skills to win. You can actually talk to your allies via the impressive headset gear (packaged with the game), which makes this issue all the more significant.

Online play in *SOCOM* is centered around communication and strategy—this isn't a run 'n' gun first-person shooter like *Quake III* or *Unreal Tournament*. Instead, the play experience is slow-paced, methodical and insanely tense.

The one-player mode is entertaining, but it's also deeply flawed: idiot enemies, clumsy teammates and vague missions mar what would otherwise be a satisfying solo experience. If you don't have a broadband connection (required for online play), the game's pretty average. But if you do have network access, you'd be stupid not to snag a copy. It's the perfect title to usher in Sony's online service—start playing, and you won't be able to stop.

-Ethan Einhorn



When you don't have enemy radar, you have to learn to watch your back.

When you're battling online, try to stay close to teammates.

It's often good strategy to have a weaker player act as a decoy.

FACT FILE
SOCOM U.S. NAVY SEALS

- Publisher: Sony CEA
- Players: 1-16 (online)
- Release: Available Now
- Genre: Action-Strategy
- Website: www.scea.com

PS2 PLAYSTATION 2

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PROs and CONs

+

- Great hack 'n' slash gameplay
- Multiple paths
- Lots to unlock

–

- It's still pretty darn short
- No Japanese language option

CONTROL

The controls are set up like Resident Evil, *so if you can handle blasting zombies, you can handle slashing demons.*

IMPACT

Sure, the backgrounds are pre-rendered, but they're still beautiful. Too bad the sub-par voice acting distracts from the pretty pictures.

LIFESPAN

Onimusha 2 *is over twice as long as the original. Of course, since you could beat the original in about four hours, that's no biggie.*

EXTRAS

The extras make up for the relatively short game length. Mini-games, art galleries and lots more await the Onimusha 2 *master.*

NOW RATED

Onimusha 2 has its flaws, but the good stuff far outweighs the bad. You may go through it quickly, but you'll love every second of it. At least there's lots of replay value.

A-

In addition to all the new areas in Onimusha 2, you'll find yourself visiting a few old locales, like the Keep..

The Man in Black mini-game opens up when you beat the game. Jubei now wears a suit and tie.

ONIMUSHA 2: SAMURAI'S DESTINY

"...It's a good way to kill a dozen or so hours."

I'll begin by answering the question on everyone's mind—yes, it is longer than the original. Sure, you won't be spending *Final Fantasy X*-caliber time with it, but it's a good way to kill a dozen or so hours.

Game length aside, I was surprised at just how good of a sequel this is. It's very similar to the original, but there's enough new features to keep things fresh.

Even though *Onimusha* fans might be disappointed to see that the original's hero, Samanosuke, isn't in this game, the new lead, Jubei, will quickly grow on you.

In addition to Jubei, there are four new characters that you can interact with and occasionally control. By giving gifts to these people, you affect their "friendship level" with Jubei, which causes the storyline to branch off. You can actually complete the game a few times and experience entire sections that were skipped over the previous times you played. Talk about replay value (We were also happy to see a wealth of unlockable extras. Only the best players will find them, but the search will definitely extend your play time).

Like *Onimusha: Warlords*, the story in *Oni 2* is somewhat flawed. There are a few glaring plot holes, albeit not as many as in the first game. Also, why can't I listen to the dialogue in Japanese with English subtitles? That was a great option from the original that wasn't carried over.

Despite those minor complaints, *Onimusha 2* is fantastic. Let's call it short but sweet.

- Phil Theobald

Collect five purple souls to transform into an invincible Onimusha warrior.

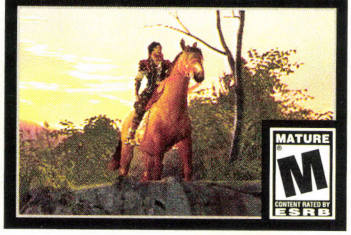
The Scenario Route shows what story branches you missed.

FACT FILE

ONIMUSHA 2: SAMURAI'S DESTINY

- Publisher: Capcom
- Players: 1
- Release: September
- Genre: Action
- Website: www.capcom.com

PS2 PLAYSTATION 2



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MEGAMAN ZERO™

EVERYONE
E
CONTENT RATED BY ESRB
Violence

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GAME BOY ADVANCE

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NOW RATED

CONTROL

The controls are not very intuitive. You'll get confused when you're simultaneously strafing and rolling.

IMPACT

Even though Agents J and K look nothing like Will Smith and Tommy Lee Jones, it's still a pretty game.

LIFESPAN

This isn't the longest game on the market, but it'll take you a long, long time to complete it—it's hard.

EXTRAS

There's lots of character files and behind the scenes stuff to unlock if you can tame this beast.

Just like the movie of the same name, *MiB2* is a disappointment.

C-

MEN IN BLACK II: ALIEN ESCAPE

After being thoroughly disappointed with the second Men in Black movie, I was really hoping that the game would make up for it. Long story short, it didn't.

MiB2 (the game) does have a pretty solid premise. After all, what better way to experience the life of an MiB agent than by blasting legions of rogue aliens? The only problem is, after the first few waves of beasties, the action gets very repetitive. You'll be wishing for some gameplay variety after just a few minutes of play.

You'll also be wishing for some cheat codes—this sucker is tough! Often, multiple enemies will converge on you in small areas, making it nearly impossible to stay alive. Talk about frustrating.

MiB2 plays out like a poor man's *Contra* in 3D. If only a little more time was spent tweaking the gameplay, it would be better.

- Phil Theobald

Strafing helps you avoid the constant enemy fire.

Use the Fusion Cannon to target multiple bad guys.

FACT FILE
MIB2: ALIEN ESCAPE

- Publisher: Infogrames
- Players: 1
- Release: Available Now
- Genre: Action
- Website: www.mib2game.com

TEEN T — CONTENT RATED BY ESRB

PS2 PLAYSTATION 2

NOW RATED

CONTROL

The only time you have much control is during the mini-games, but it's fairly responsive.

IMPACT

Let's face it—this is a Mario Party rip-off, and not a especially good one at that.

LIFESPAN

Theoretically, you could play this party game forever, but you'd get bored pretty quickly.

EXTRAS

You can unlock the not-too-exciting mini-games. Too bad there's no hidden characters, though.

***Pac-Man Fever* is decent, but it certainly won't "drive you crazy."**

C

PAC-MAN FEVER

If you've ever played *Mario Party* and worried that you were having too much fun, then have we got the game for you! *Pac-Man Fever* seems promising enough—it's a video board game starring famous Namco characters—but it ends up being one of those ideas that worked better on paper.

Right away, you'll notice that the character selection is pretty thin. There are only six playable characters, for crying out loud! Where's the rest of the *Tekken* and *Soul Calibur* cast? Where's Klonoa? Where's Mr.-frickin'-Driller?

And then there's the mini-games, the heart of any party game. They just aren't that fun. Sure, they're not terrible, but you'll never reach the level of button-mashing mayhem that could be found in the Mario Party titles.

Pac-Man Fever isn't bad—it's just not that great. It's good for a couple plays, but not much more.

- Phil Theobald

The mini-games look promising, but they aren't terribly fun to play.

Check out Reiko, the mildly-obscure star of the Ridge Racer games.

FACT FILE
PAC-MAN FEVER

- Publisher: Namco
- Players: 1-4
- Release: September
- Genre: Party
- Website: www.namco.com

EVERYONE E — CONTENT RATED BY ESRB

PS2 PLAYSTATION 2

POLLUTION AND PARADISE DON'T MIX.

It's up to Mario, his water pack and you to make things less toxic and more tropic in Super Mario Sunshine,™ only for Nintendo GameCube.™

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

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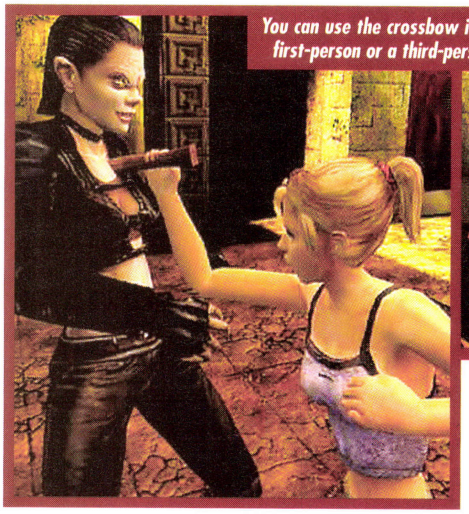
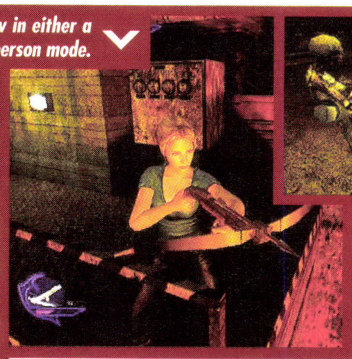
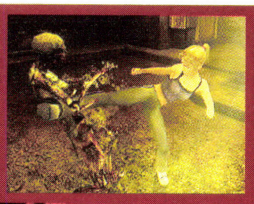


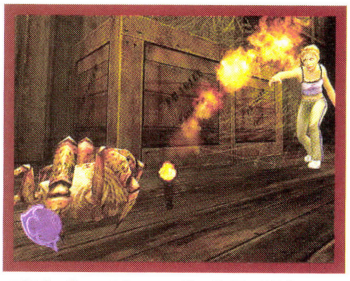
You can use the crossbow in either a first-person or a third-person mode.





When your health is down to zero, a siren's blue tractor beam can mean instant death.

BUFFY THE VAMPIRE SLAYER



Think of a spider as a football with legs—a good running kick will splatter it.

"This gal kicks all kinds of ass, and her new Xbox game does, too."

Cyclone kicks, backhand impaling and ground smashes—textbook Slayer tricks. Tumbling, spotting and smack talking—classic cheerleader maneuvers. Only one girl in the video game world can perform all of the above, and her name is Buffy Summers. This gal kicks all kinds of ass, and her new Xbox game does, too.

Showboating with slick *Charlie's Angels*-style fight moves is what this release is all about. Like *Max Payne* before it, *Buffy the Vampire Slayer* is the kind of title that's as fun to watch as it is to play. Everything's really cinematic: Pull off a special move, and the action slows down for a moment to emphasize the impact of your attack. Slaughter a bad guy, and Buffy will blurt out a disrespectful wisecrack. A lot of your enemies mouth off with funny quips, too (example: "Got news for you, honey: You're the dumb blond who dies in the beginning, not the cute bimbo who survives!"). Good stuff.

The first few stages let you get away with killing baddies by randomly mashing buttons, but as you progress, you're forced to learn the intricacies of the game's battle system to survive. Translation: Don't be fooled into thinking *Buffy* is too easy after playing for only an hour. Midway through, the difficulty level shoots through the roof. And when the going gets tough, you'll either start to love the game or you'll start to hate it. Take up the challenge, and you'll be hooked for days. Get too frustrated, and you'll put down the controller, never to return.

The show's sense of humor, its characters and its environments all translate beautifully to the video game format. The developers really understand what makes Buffy so popular, and they've packed the game with wry inside jokes and references. Everything looks and feels right, from the fight choreography to the enemies to the voice acting (handled by the cast of the show). Xbox owners have to check it out.

- Ethan Einhorn

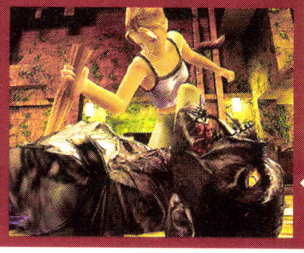
FACT FILE

BUFFY THE VAMPIRE SLAYER

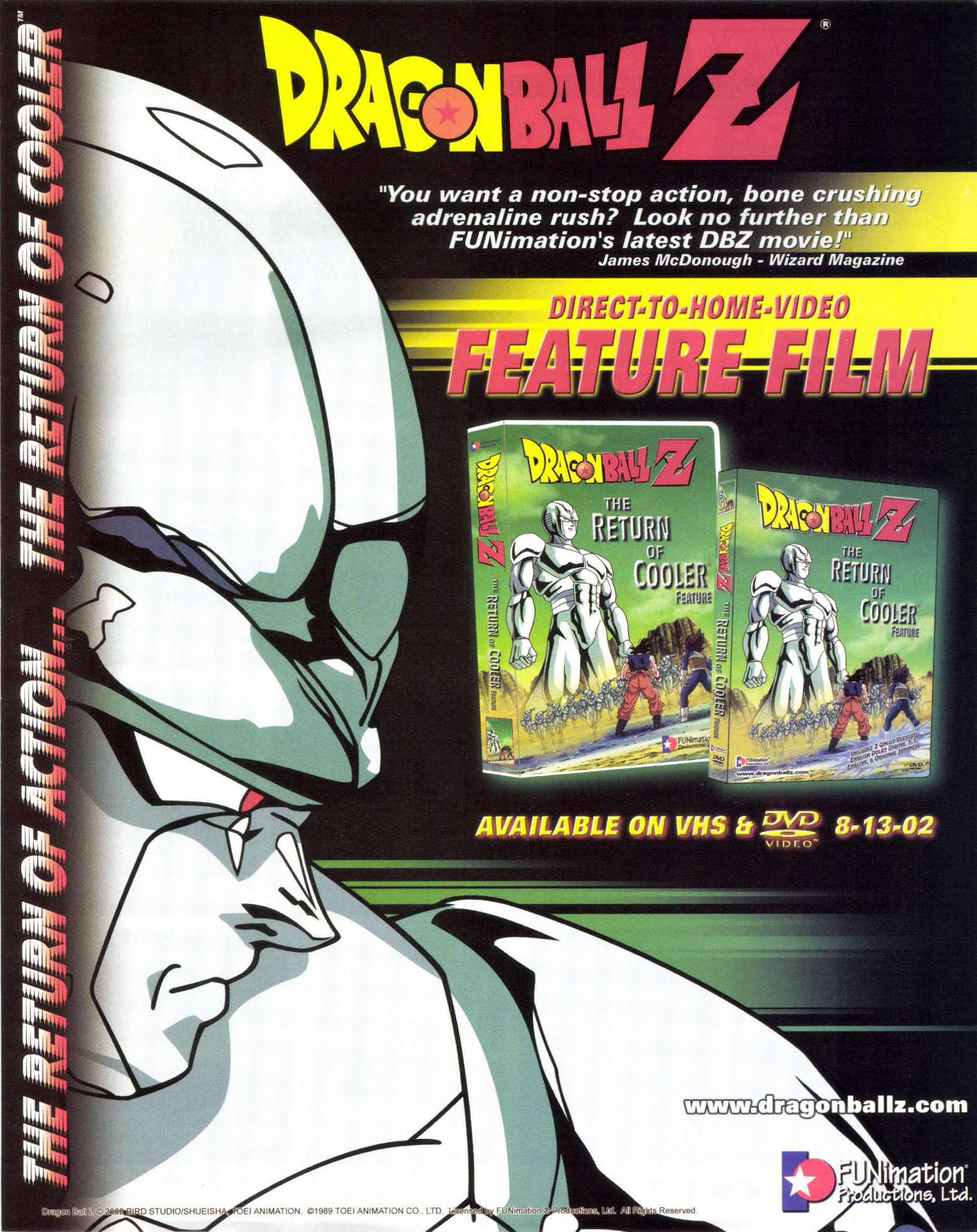
- **Publisher: Electronic Arts**
- **Players: 1**
- **Release: Available Now**
- **Genre: Action-Adventure**
- **Website: http://buffy.ea.com**

XBOX

Not all of your enemies are just high school students with sharp teeth.



Before you get the Reaper, wooden stakes will be your best friends. Use them to finish off all vampire foes.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James McDonough - Wizard Magazine
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HELP!

Yeah, we know... for the first few hours, this game seems pretty darn easy. But then you get to the docks, and—BAM!—suddenly, you get an intense desire to throw your Xbox controller across the room. Just chill out, take a breath, and let GameNOW help you out.

I CAN'T GET THROUGH THE DOCK MISSION!

Use your new weapon, the reaper, on all of your enemies. You can't drop it, and it can decapitate foes.

A vamp will smash a window and begin to taunt you—get ready for him by equipping a Hellfire vial.

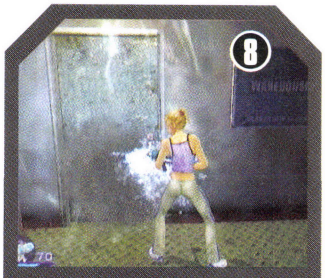
Toss the Hellfire vial as soon he comes into view. It won't kill him, but it'll make the fight easier.

If you take too much damage in the brawl, combine Holy Water with an Elixir to mix up a, um... Holy Elixir.

Make your way to the control room and pull the switch. Stick with your Reaper and ignore the spike weapon.

Go downstairs and take out your enemies one by one. Don't block; just attack, pull away and repeat.

Keep your eye out for a large, glowing blue carton. Smash the crate to uncover a Holy Water fountain.



Remove the curse on the door with the Holy Water you just stocked up on, then refill before continuing on.

When you run across the spiders, punt them, then flip the room switch to open a door downstairs.

In the lower warehouse, use the crates to get to the next door. Keep the camera centered at all times.

When you reach the rooftop, keep your opponents at bay by using the triple kick (forward, forward, A).

Sirens are weak against fire. Use the fire super-soaker for the first fight, and avoid being picked up at all costs.

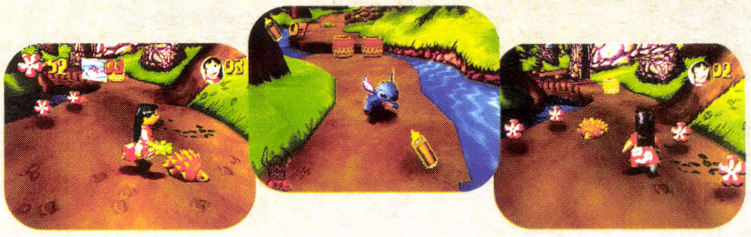
Don't waste potions on this guy; the only thing that deals real damage is an attack to the neck with the Reaper.

You'll run into another siren in the walkway; equip your Hellfire vials and throw them till he's toasted.

Keep moving when you're fighting this new batch of sirens—don't let them stun you with their blue beams.

YOU'VE NEVER HAD A PET LIKE THIS.

Let's just say he's not your normal pound puppy. Then again, she's not exactly your normal owner. She's Lilo, a feisty little surf betty with 'tude to spare, and he's Stitch, a two-foot genetic alien experiment on the run. She was just looking for a pet. She ended up with an alien with a knack for destruction. Making mischief on the beautiful island of Hawaii is what it's all about. Lilo likes to use her voodoo wand, whereas Stitch, well, he just likes to smash everything in his path. Good luck enforcing leash laws with this pair.



Disney's Lilo & Stitch

PlayStation®

Disney Interactive

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

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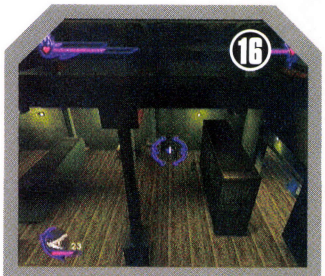
DOCK MISSION WALKTHROUGH CONTINUED



When you reach the girders, shoot at the vampires from above. A lucky chest shot will be an instant kill.

Back outside? Run to the opposite side of the boardwalk, grab the Hellfire, then stand on the crates.

Combine arrows with Hellfire to create fire arrows, and rain them down on the water sirens till they drop.

Open the security door, then climb up between the crate cases so you can safely blast enemies with water.

Ah, the first Dreamer! He's impossible to hit when he's protected by the purple shield, so get ready to dodge.

When he powers off his shield, jump in and attack with the reaper. Pull away before the shield returns.

SLAYER'S JOURNAL

GENERAL FIGHTING TIPS

- Avoid taking on multiple enemies. When they attack in groups, do your best to lead individual opponents away from the pack.
- When you're ambushed by a gang of thugs, focus on eliminating the smaller, faster enemies first.
- Don't ever bother with the block button (right trigger). It's always better to dodge attacks, because you have to be able to counter-attack the second your opponent finishes his/her swing.
- The triple kick (forward, forward, A) is far and away the most useful combo in the game. It's available right near the start of the adventure, and it's great to pull off when you're cornered or low on health.
- Remember that most enemies cannot kill you unless they grab you up and pull off a finishing move. So don't ever give up the fight, even when your health meter is completely empty.

EXPLORATION TIPS

- Search every area closely for potions, making sure to smash every box you run across.
- Always mix Elixirs with vials of Holy Water. The resulting Holy Elixir is a tremendously potent health aid.

ANATOMY OF A SLAYER

PROs and CONs

PROs

- Slick visuals
- Tons of cool moves
- Voices performed by the show's cast

CONs

- Can get repetitive
- The learning curve is really stiff
- Buffy can't swim?

CONTROL

There's a surprising level of depth to the game's fighting engine. Lots of special moves and flashy combos are on hand to discover.

IMPACT

Fans of beat-em-up games and followers of the television show are going to love this. If you're neither, rent before you buy.

LIFESPAN

The game isn't very lengthy, but some of the levels are extremely tough. Expect about 10 hours of play on Normal Mode.

EXTRAS

For those new to this character, a rundown of Buffy's history is on the disc, which is narrated by Anthony Steward Head.

NOW RATED

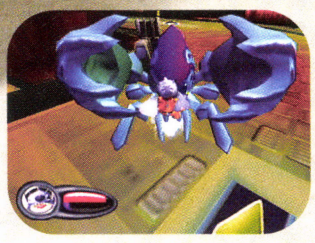
This is one of the best action games you'll find on the Xbox. It's a fun beat 'em up that perfectly captures the look and feel of the television show.

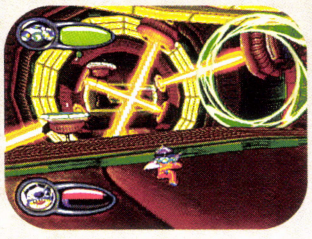
B+

Disney's Stitch
EXPERIMENT 626

STITCH IS ON THE LOOSE.

Bad dog! Dog? It's going to take a lot more than a couple of inches of reinforced steel to hold back Stitch, a pint-sized fighting machine who lives and breathes mayhem. There's nothing he enjoys more than exploring new paths and destroying everything in them. He doesn't hide behind boulders. He throws them. Help him solve puzzles and blast enemies with a weapon in each of his four hands. (Did we mention he's a genetic alien experiment out of control?) With power like this, it's easy to go through walls. And a heck of a lot of chew toys.





EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Violence

Disney INTERACTIVE

PlayStation®2

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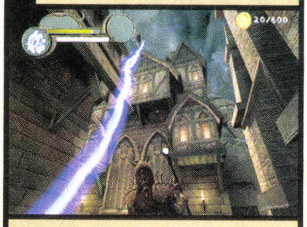
PROs and CONs

Pros
- Many characters
- Plenty of stages
- Lots of variety
- Beautiful graphics

Cons
- Sluggish battles
- Awkward controls
- No save points within levels



CONTROL

The battle system is sloppy—swords, axes and crossbows are a pain to use. Gameplay is OK when you're using magic, though.

IMPACT

Enclave is big, it's pretty, and it's a heck of a lot better than Azurik. Its just a shame that it's not much fun to play.

LIFESPAN

It offers more than 25 massive stages, which should be plenty to keep you going for weeks (if you don't get too frustrated).

EXTRAS

Most of the goodies are packed into the game itself. You get a lot of customization options and plenty of character classes to try out.

NOW RATED

Enclave has blazing visuals and atmosphere to spare, but messy gameplay keeps it from being the breakout fantasy title that it wants to be.

C-

One of the game's biggest difficulties is constantly being forced to take on multiple bad guys.

If you can, pick off enemies from a distance—there's no sense in putting your self in harms' way.

ENCLAVE

"...Extremely high frustration factor will keep most players from getting into it."

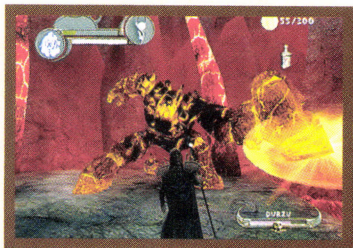
The Xbox needs a game like *Enclave*—an action-adventure packed with cool characters, exciting missions and plenty of customization options. It's just too bad that the game doesn't control very well; sluggish fighting mechanics spoil what would otherwise be a worthwhile package. After all, it's tough to get into the interesting Tolkien-esque story when all of your attention is focused on running away from enemies that seem impervious to your mostly useless weaponry.

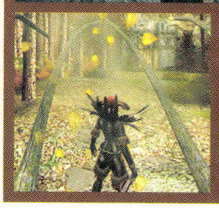
Wanna slice through waves of bad guys with your enormous sword? Forget about it. Your blade misses its intended targets with aggravating consistency. Think your trusty crossbow might work out better? Not a chance. Hit one of your opponents with a nicely placed head shot, and suddenly, you'll find yourself ambushed by a gang of thugs who rush you before you can switch to a close range weapon.

Fighting with magic is easier, but you don't get to play with a character than can cast spells until hours into the game. And what's the point of having multiple fighting styles to choose from if only one of them really works, anyway?

25 gorgeous levels, two different campaigns ("light" and "dark") and six entirely distinct character classes should add up to a game that'll last you for weeks, but *Enclave*'s extremely high frustration factor will keep most players from getting into it. It's for hardcore fans of the genre only.

- Ethan Einhorn





Looks kind of like the Balrog scene in Lord of the Rings, *doesn't it?*

Magic users are the most powerful characters in the game.

FACT FILE

ENCLAVE

- Publisher: Universal
- Players: 1
- Release: Available Now
- Genre: Action/Adventure
- Website: www.starbreeze.com

XBOX

Who needs nine lives when you can control time?

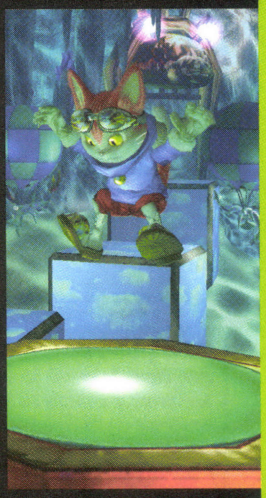
Rewind time to throw the world in reverse and uncover secret areas.

Hit fast-forward to tackle challenges that require you to be quick on your paws.

Slam on pause to take free shots at frozen enemies or grab crystals without any hassle.

Record yourself during wild adventures, then replay for twice the Blinx™ action.

Go slo-mo to make everyone seem like they're stuck in mud as you and "The Time Sweeper™" do damage.



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www.xbox.com

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PROs and CONs

Pros

- Manic action
- Stylized gameplay
- Guns! Guns! Guns!
- Kung Fu fightin'

Cons

- Clumsy camera
- Awkward control
- Frustrating gameplay

CONTROL

Confusing, awkward and clumsy. Most likely not a problem on the PS2 version, but the Xbox version is the pits for control (as usual).

IMPACT

Yes, there are many similar genres and games out there. And while Dead to Rights *screams* Max Payne, *it's still cool in other ways.*

LIFESPAN

You'll be set for quite a long time. Why? Because Dead to Rights *is mega-tough, so brace yourself for some long, maddening hours.*

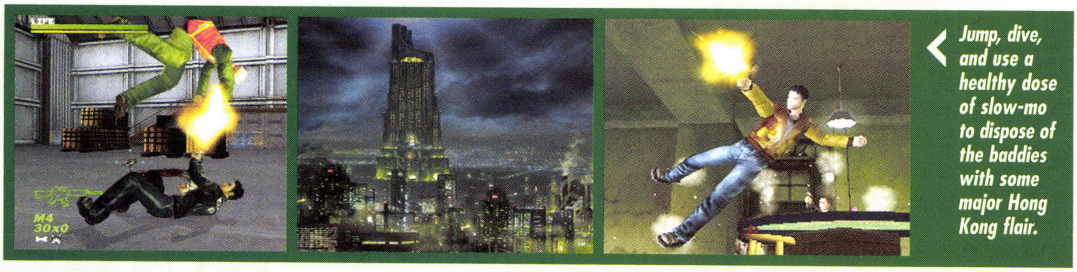
EXTRAS

Unlock goodies like numerous cinemas, access to specific levels and our favorite: a virtual slew of amazingly brutal disarms.

NOW RATED

DTR may kick butt in the style and action departments, but the gameplay is way too frustrating to allow it to get a higher score. It's better than average, but that's it.

C+



Jump, dive, and use a healthy dose of slow-mo to dispose of the baddies with some major Hong Kong flair.

DEAD TO RIGHTS

"...Frustrating and immensely difficult..."

Dead to Rights wants to be *Max Payne*. Badly. So much so, in fact, that Namco is even billing it as "the first action-noir game." Hmm, where have we heard that before? So is *DTR* a mere rip-off, and that aside, does it deliver the goods? Well, let's see...

First the similarities: Leather jacket-wearing cop framed for murder and seeking vengeance? Check. Macho voice-over narration (in this case, a Ray Liotta soundalike)? Check. Seedy urban environments? Check. Similar thugs? Check. Similar weapons? Check. Gulp—dare we say it—bullet time? Check. Well, there you have it. So much for originality...

So what are some of the differences? First, the bad: *Dead to Rights* lacks the great control, cameras or accessibility of *Payne* (things it would have been OK to rip off) by a landslide. To start, the camera, though adjustable, wants to spin around and plunk itself down in awkward places while you get blown to bits off-screen. As for the Xbox control, because of its clumsy targeting system and confusing button layout, it's about as non-intuitive as it gets. And the fun? Sure, each level starts out as fun, but with the gameplay so frustrating and immensely difficult throughout, what starts out as entertaining often becomes mere work in no time.

Now for the good: *Max Payne* may have more grit, but *DTR* has boat-loads more Hong Kong style and action, and action's where it's at for a game like this. What with its sweet weapons, lethal martial arts, jaw-dropping disarms, explosive surroundings and—check this out—Shadow, your interactive K-9 companion, this game just screams "John Woo flick." If you have enough patience, this stuff will probably help you forget about the stupid camera, awkward control or even the *Max Payne* comparisons...but not the difficulty.

But who cares? You know you want this game anyway. Feeling like Chow Yun Fat for a day is well-worth the 50 bucks to most no matter what. Just be sure to pick up Prima's exclusive strategy guide and an extra controller as well. Why the extra controller? You're going to need one to pitch through a window in order to save your sanity.

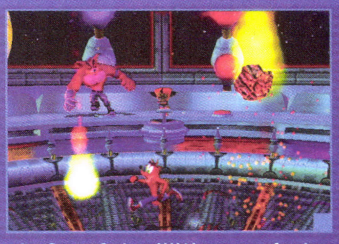
- Mark Manzo

Sneak up and take a thug as a human shield for "extra armor."

FACT FILE
DEAD TO RIGHTS

- Publisher: Namco
- Players: 1
- Release: Available Now
- Genre: Action
- Website: www.deadtorights.com

XBOX



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PROs and CONs

+
- Solid gameplay
- Looks cool
- Wild tracks
- Nice moves

–
- Lacks originality
- The characters are annoying
- Clumsy control

CONTROL
As good as can be expected on the Gamecube, but awkward and flawed thanks to the controller's lame button scheme.

IMPACT
Been there...
Played that...
Losing focus...
...ZZZZZZZZZZZZZ....

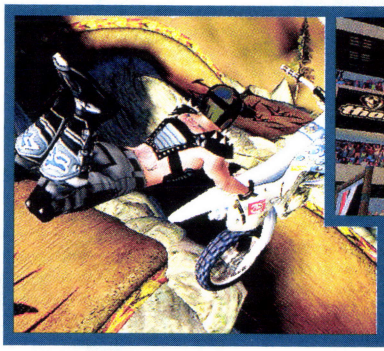
LIFESPAN
In order to open up everything, you'll need to be one slick racer—even on the easiest setting. This game's got some meat to it.

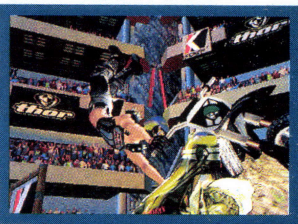
EXTRAS
What? We can unlock new characters, outfits and vehicles? No way! Can we unlock the credit sequence, too? That'd be cool.

NOW RATED

Please, please, please, EA Big: Don't turn *SSX Tricky* into an "Army Men" franchise. Please. We beg you. *Freekstyle's* decent, but quit while you're ahead.

C+





Take a very short ride off an extremely long cliff, SSX Tricky-style.

Missile bases, factories and forests like these fill the game.

FREEKSTYLE

"You can only re-create the wheel so many times."

Ever since *SSX Tricky* took the "Xtreme" gaming world by storm, EA's been trying to cash in on its success and recapture the magic time and time again. Witness *Sled Storm*, which was basically *SSX Tricky* on snowmobiles, and now *Freekstyle*, *SSX Tricky* on dirtbikes.

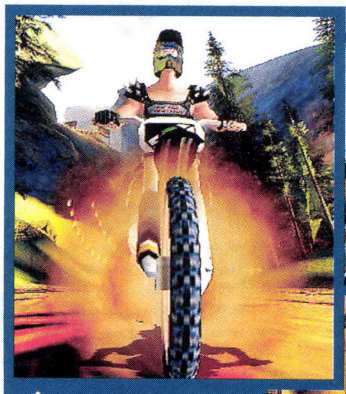
Aside from lacking big time in the originality department, *Freekstyle* is basically a sweet looking game with characters who race, pull off tricks and, of course, have the obligatory dose of attitude. The premise is pretty much like *Tricky's*: Achieve first place with the most points/cash to purchase extra outfits and improved rides and new characters. Whee!

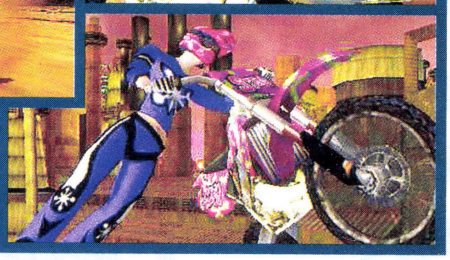
It's a shame that none of this stuff's as cool as the elements from *Sled Storm* or *Tricky* before it. Why? The characters just seem uninspired and even downright annoying, and the tracks, though wild and filled with curves and jumps, don't have the visual or creative polish that the tracks on *Tricky* seemed to have. It's not the developers' faults—you can only re-create the wheel so many times. Anyone who's ever seen one of the Jason movies can understand that.

The game's lack of originality notwithstanding, Xtreme sports and motocross fans may find some stuff to dig here. The graphics are mighty purdy, and the guitar-crunching, scream-induced tunes should have you flailing your virtual mullets around in no time. As for the gameplay, things feel pretty solid, except for the layout of the GameCube controller, which tends to inherently fail on games like this. Oh well.

The verdict? Overall, *Freekstyle's* not bad, but what's next? Let's guess: Trash-talking characters on ATVs? Attitude-having guys on jetskis? Or how about *"Army Men: Tricky"*? Whatever the case, I think I'm starting to (yawn) want to get my "freek" on somewhere else.

- *Mark Manzo*





Multiple camera angles help you enjoy all the replays in style. Just try not to get run over while you watch!

FACT FILE
FREEKSTYLE

- **Publisher: EA Big**
- **Players: 1-2**
- **Release: Available Now**
- **Genre: Extreme Sports**
- **Website: www.freekstyle.ea.com**

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PROs and CONs

- Tight handing
- Nice arcade feel
- Tons of missions
- Great multiplayer

- A bit repetitive
- CG sequences are really cheesy
- A little too easy

CONTROL

This is no simulation—it's a knock down, drag out arcade title. You'll instantly feel comfortable behind the wheel of every vehicle.

IMPACT

It's great to see this series—and Rockstar games—finally make it onto the GameCube. There's nothing else like this on the system.

LIFESPAN

With 175 missions on tap and plenty of robust multiplayer options to enjoy, you'll be playing this puppy for a while.

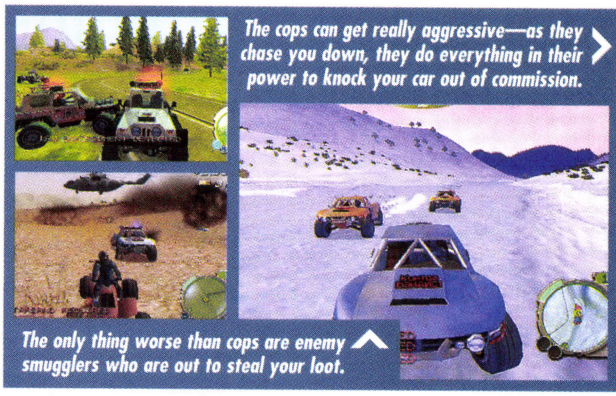
EXTRAS

You get a handful of missions that were not available on the PS2 version of the game, and a slew of exclusive multiplayer features.

NOW RATED

Simple, fast paced and fun, this game is a tough one to put down, even if it's a bit on the repetitive side. GameCube owners won't find more fun on four wheels.

B



The cops can get really aggressive—as they chase you down, they do everything in their power to knock your car out of commission.

The only thing worse than cops are enemy smugglers who are out to steal your loot.

SMUGGLER'S RUN WARZONES

"GameCube owners won't find more fun on four wheels."

Sometimes it's just more fun to be the bad guy. The so-called "heroes" of *Smuggler's Run Warzones* have no regard for the law, international politics or general road safety; the only thing they care about is raking in the cash.

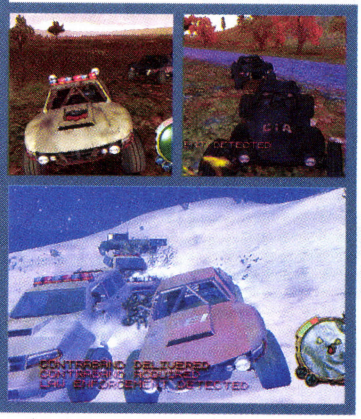
Their job is to transport illegal contraband cross-country within extremely tight time limits. Sounds simple, but when you throw cops, enemy smugglers and explosive cargo into the mix, it can become a pretty tough gig.

Fortunately, these guys have some kick-ass gear on hand to complete their missions. ATV bikes, reinforced pick-up trucks and hovercrafts are available for use as you progress through the game. And like the cars in the Twisted Metal games, each vehicle is equipped with a unique set of defensive tools (bombs, boosts, etc.), which adds quite a bit of strategy to both the single player and multiplayer modes.

The solo scenario, which plays a bit like *Crazy Taxi* might if it had been set in Viet Nam, doesn't offer much variety, but it's loads of fun regardless. Most of your time is spent picking up packages and quickly getting them to drop-off points—all very clear cut stuff, but simplicity is a big part of the game's appeal. *Warzones* is fast paced and arcadey, perfect for casual players looking for something that's easy to pick up and play. Add to that a multiplayer setup that's surprisingly fun and accessible to newbies, and you have a game worth checking out.

— Ethan Einhorn

The ATV is fast, but it's also prone to falling over. Be careful.



When your car takes too much damage, the engine temporarily stalls.

FACT FILE

SMUGGLER'S RUN WARZONES

- **Publisher:** Rockstar
- **Players:** 1-4
- **Release:** Available Now
- **Genre:** Racing Adventure
- **Website:** www.rockstargames.com

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NOW RATED

CONTROL

So-so. The jump command seems to lag a little bit once pressed, but otherwise the control's OK.

IMPACT

We've seen movie-based platformers before, so this is nothing new. It is very pretty looking, though.

LIFESPAN

With 10 levels that seem to fly by rather quickly, you'll need multiplayer to keep up the hours.

EXTRAS

Unlock level access through various passwords. Great for replaying favorite levels!

Great looking, cute, fun and flawed. Too bad.

C+

STUART LITTLE 2

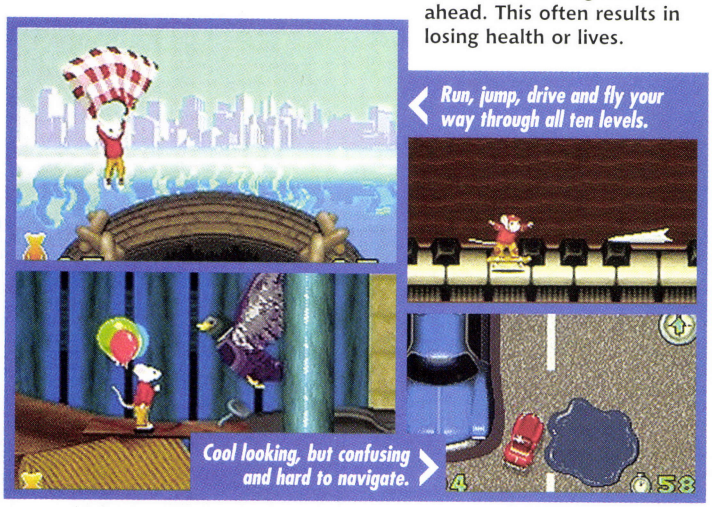
Try not to get this *Stuart Little 2* confused with the PSone title by the same name. This one's by Activision, it's for the GBA, and it's just not as cool.

Yeah, I just used the word "cool" in an *SL2* review. Where as the former game incorporated lots of action, fun and solid gameplay (thus making it cool), the GBA title suffers from elements that knock it down a bit in the points department: First off, Stuart has to frequently move off the edge of the screen without knowing what's ahead. This often results in losing health or lives.

Secondly, the game's indicator arrows change for no apparent reason and can thus have gamers endlessly circling what should be easy-to-navigate levels.

Toss in perception problems, sluggish jumping and more, and you start to get the point. Not a terrible game by any stretch, but there's better stuff out there.

- Mark Manzo



Run, jump, drive and fly your way through all ten levels.

Cool looking, but confusing and hard to navigate.

FACT FILE
STUART LITTLE 2

- Publisher: Activision
- Players: 1-2
- Release: Now
- Genre: Family Adventure
- Website: www.activision.com/games/stuartlittle2/

EVERYONE E CONTENT RATED BY ESRB

GAME BOY ADVANCE GBA

NOW RATED

CONTROL

It's a tad tough to use your secondary weapon in the heat of battle, but that's a small concern.

IMPACT

It plays roughly like every other Mega Man game ever made, which is a good thing.

LIFESPAN

The sheer difficulty of Zero will make sure that you're playing it for a while.

EXTRAS

Not a lot of extras, but finding all the Pokémon-esque Cyber-elf creatures is a fun diversion.

Games like *MM Zero* are perfectly suited for the GBA. Check it out.

B+

MEGA MAN ZERO

After two non-traditional (but still darn good) Mega Man titles on the GBA, Capcom is finally delivering the "real" Mega Man game that we've all been wanting—sorta.

You don't actually play as Mega Man, but as Zero, Mega Man's partner from the Mega Man X series (perform attacks with both Zero's sword and the standard, MM-style blaster). The stages are also mission-based, so you'll often find yourself rescuing prisoners and escorting injured soldiers as opposed to simply running to the end boss and defeating it. This adds quite a bit to the gameplay and keeps things interesting.

You'd better be up for a challenge, though, as *Zero* is way tough. Still, it's not so hard that you want to just give up.

Thankfully, *Zero* avoids the funk that has been plaguing the recent Mega Man platform titles.

- Phil Theobald

As you use Zero's sword, you'll learn new skills.

Like the Mega Man X games, the bosses are animal-based.

FACT FILE
MEGA MAN ZERO

- Publisher: Capcom
- Players: 1
- Release: September
- Genre: Action
- Website: www.capcom.com

EVERYONE E CONTENT RATED BY ESRB

GAME BOY ADVANCE GBA

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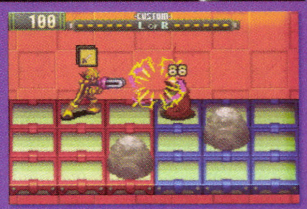

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Comic Mischief

GAME BOY ADVANCE

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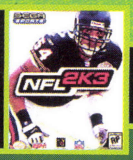
NFL 2K3
SEGA SPORTS



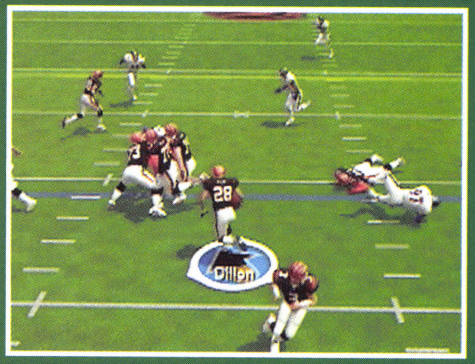
Systems: PS2, Xbox, GC **Publisher:** Sega Sports **Online:** Yes
Website: www.sega.com

It's astonishing that a series could make this big a jump in one year. Quite simply, *NFL 2K3* is THE most innovative football title on the market. From its free-flowing blocking schemes to its carbon-copied NFL playbooks, this title goes places Madden hasn't even thought about.

The only problem, really, is that it fails to do some of the most routine things effectively. Hot routes, substitutions, audibles and other basics are mangled by unintuitive systems that limit the users experience. EA thrives, in part, becasue it makes everything so easy, and Sega should do the same.

That said, *NFL 2K3* is the game you'd want to play after watching NFL Films. It's true blue football, and does more to mimic the sport than any other title out there. You'll gasp in amazement as you watch plays unfold. It's that cool.

If you're worried about *2K3* after not being thrilled with *NFL 2K2*, put those worries aside and pick this one up. You're in for something special.

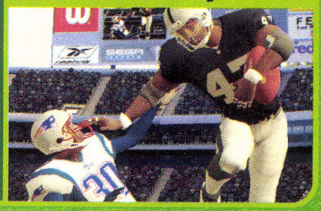


NOW RATED

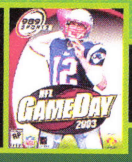
Like choosing between the Niners or the Cowboys of the early '90s, *2K3* and *Madden* is a win-win situation. *2K3* is the best looking, most fluid portrayal of football you can find. It's online and has just about every option you could ask for. Magnifique.

A

Unbelievably real



NFL GAMEDAY 2003
989 SPORTS



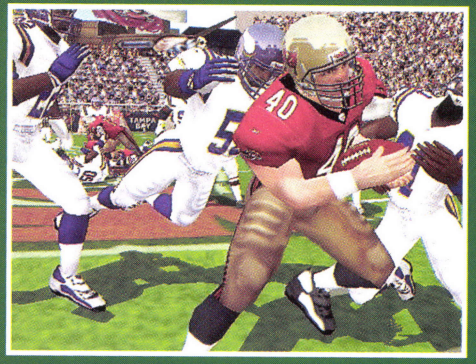
Systems: PS2 **Publisher:** Sony **Online:** Yes
Website: www.scea.com

It wasn't too long ago that GameDay was a proud PlayStation franchise, raking in tons of first-party dollars for Sony. Well, times have changed, and despite Sony's best efforts, *GameDay 2003* does little to resurrect past glory.

The game's biggest achievements come in the graphical department, where 989 has finally got it looking more like a PS2 game and less like PSone. That said, it still lags far behind the competition.

Control also lags, as the players here feel more like they're skating around an ice rink that running around a football field. Animations and other gameplay features are, for the most part, basic and uninspired.

The one part of the game that 989 really went balls-out for is the online mode. A full chat interface, nice range of stats and robust feature set highlight what could have been the best online experience around. I say "could have" because, well, despite these awesome features, you're still stuck with the game. Oh well.



NOW RATED

Better animations and smooth play don't earn an A here. This is what the first PS2 *GameDay* should have been like. This is probably best played online, among friends, as you'll at least have somebody to chat with during the game. Too bad.

C-

Less suckage

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GAMENOW

Cheats to go, cheater's drive-through, codes on the run—you get the idea. We suggest you cut 'em out and slip them into your game's case. This way there'll be no more running back to the computer and no more looking for lost magazines whenever you need a trick. It's a great system, trust us.

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PLAYSTATION 2

HIDDEN CHARACTERS & MORE

On the main menu, choose Options. From the Options screen, choose Cheats. Now enter these codes to get the following results (Note: All directional commands are the symbols on the cheats screen).

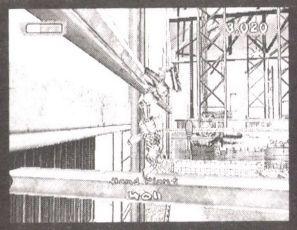
Hidden Characters
Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.

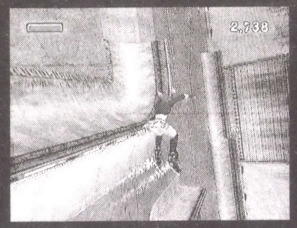
Stage Select, Complete Stats, All Parks and Objects for Park Editor
Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A.

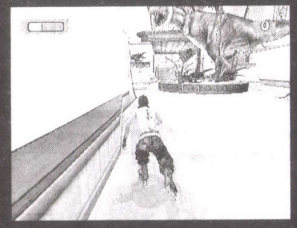
Lower Gravity for Wallride
Up, Down, Up, Down, Left, Right, Left, Right, A, B, A, B, S.

Super Spin Move
Left, Left, Left, Left, Right, Right, Right, Right, Left, Right, Left, Right, Up.

Lifebar Regenerates
Left, Left, Right, Right, Left, Right, Down, Up, Up, Down, A, I.







GAMENOW

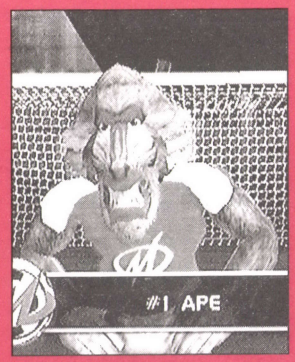
REDCARD 20-03

PLAYSTATION 2

UNLOCKABLE EVERYTHING

(Note: You must have a memory card inserted in slot 1 with enough free memory on it to save the game).

On the main menu screen, choose the "Load/Save" option. Next, choose the "Create/Load Profile" option, then choose the memory card for slot 1. Press Square to enter a new profile , then enter your name as BIG-TANK on the New Profile screen. Now go back to the main menu and choose a Friendly Game. When you are asked to load a profile, choose "Yes" and then choose the BIG-TANK profile. On the Team Select screen, pick a continent and scroll through the choices of countries available. You will find new teams such as the Apes, Martians, Samurai, etc. After choosing your team, you'll be asked to customize your team. Choose "Yes." After you get to the Stadium options, you will see that you have new stadiums to choose from. Also, Under Advanced Play on the Main Menu, Finals Mode will be opened.



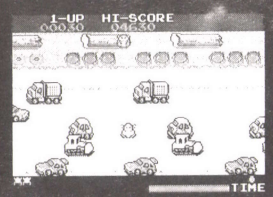
GAMENOW

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

GAME BOY ADVANCE

KONAMI CODE CHEATS

For each game, you can enter the famous Konami Code for different results in each game. Just go to the Main Menu screen, choose the game you want to play and at that game's title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Below are the results for each game.



Frogger
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Frogger.

Scramble
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Scramble with 3 ships to choose from.

Time Pilot
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get a bonus level In Time Pilot.

Gyruss
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to enter Stage X in the Black Hole for Gyruss.

Yie Ar Kung-Fu
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get bonus fighters immediately in a two player game or after a one player game in Yie Ar Kung Fu.

Rush'n Attack
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get 6 lives in Rush'n Attack.

GAMENOW

GAMENOW

Cheats to go, cheater's drive-through, codes on the run—you get the idea. We suggest you cut 'em out and slip them into your game's case. This way there'll be no more running back to the computer and no more looking for lost magazines whenever you need a trick. It's a great system, trust us.

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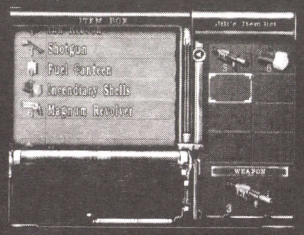
RESIDENT EVIL

GAMECUBE

INFINITE GRENADES

Want infinite grenades of Normal, Flame and Acid? The alchemy involved is tricky, only works in Once Again, and ruins the balance of the game. But that's why you're here, right?



Step 1
Take Acid, Flame rounds and the Launcher to an Item Box.

Step 2
Place the Launcher in the top-left item-list space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher.

Step 3
Leave the Item Box, equip the Launcher so it's your "weapon," then open the Item Box and scroll to an empty space. Put grenades in that space. Flick the cursor over the grenades, press A, and the cursor moves over your Launcher. Press A again and the Item Box grenades are loaded into your weapon and multiplied to 456! Swap them and repeat for more!

GAMENOW

RALLISPORT CHALLENGE

XBOX

STAGE SELECT & MORE

Bonus Cars
To get the bonus cars and some extra tracks without earning them, follow this method. On the main menu, choose "Start Game" and then choose "Create a New Profile." On this screen, enter your name as one of the following to unlock the bonus cars that you can use in Career Mode.

Classic
Put in your profile name as "TheGoodStuff" and then choose "OK." This will give you the Metro ER4, Peugeot 205 T16, Audi Quattro S1, and Lancia Delta S4 in Career Mode.

Expert
Put in your profile name as "WheelToWheel" and then choose "OK." This will give you the Saab 9-3 T16 4x4, Opel Astra T16 4x4, Ford Focus Rallycross, Citroen Xsara Rallycross, Mitsubishi Lancer EVO 65, Subaru Impreza Hill Climb, Lancia Delta Integrale, and Nissan Skyline in Career Mode.

Endurance
Put in your profile name as "TheLongHaul" and then choose "OK." This will give you the Peugeot 405 HC, Audi Quattro S1 HC, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC and open the Endurance tracks in Career Mode.

Unlimited
Put in your profile name as "Geronimo" and then choose "OK." This will give you the Peugeot 405 T16 Hill Climb, Audi Quattro S1 Hill Climb, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC in Career Mode.

GAMENOW

TRANSWORLD SURF

XBOX

SECRET CHARACTERS

Input during the game (Code Unlock first). Warning: These are hard to get working.

Temporary Code Unlock
Back, Up, Up, Down, Down, Left, Left, Right, Right, Up, Left, Down, Right, Up, Up, Left.

Green Surf
Back, Up, Down, Left, Right, Up, Left.

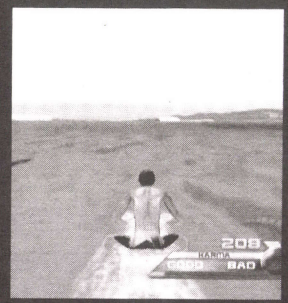
Easy Floating
Back, Up, Down, Left, Right, Right, Left.

Full Special Bar
Back, Up, Down, Left, Right, Down, Up.

Disco Light Show
Back, Up, Down, Left, Right, Down, RIght.

Different Colors
Back, Up, Down, Left, Right, Up, Right.

Disable Heads-Up Display



Back, Up, Down, Left, Right, Up, Right.

Paddle Faster
Back, Up, Down, Left, Right, Down, Down.

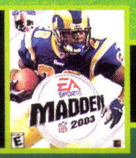
Invisible Board
Back, Up, Down, Left, Right, Left, Up.

Shark Surfing
Back, Up, Down, Left, Right, Right, Down.

Back (4) disables codes.

GAMENOW

MADDEN NFL 2003
EA SPORTS



Systems: PS2, Xbox, GC **Publisher:** EA SPORTS **Online:** Yes
Website: www.ea.com

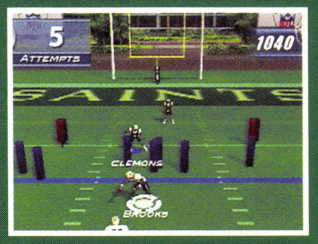
Too often gamers eat up the EA marketing hype like a diet of so many empty calories. In *Madden*'s case, however, you'll be stuffed to the brim with gameplay tweaks, new options and the tightest football action around.

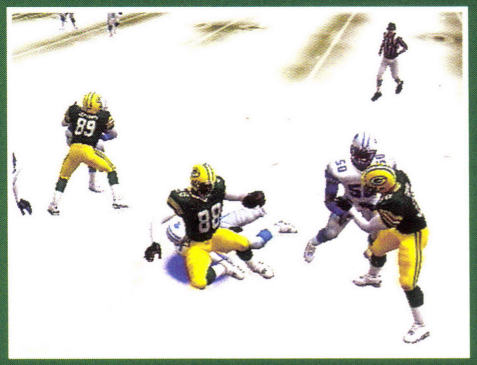
The inside running game, Madden's biggest bane last year, has been tweaked and is sufficiently fun. It's not quite as free flowing as *NFL 2K3*, but it's a solid improvement in what was already a great game.

Madden's feature set got a real boost this year with the addition of two new modes, Online and Mini-Camp. Online play allows you to knock helmets with ballers coast-to-coast (56K or BB). Mini-camp is a series of skill tests which help you perform better in game situations.

Madden's real strength, however, is its front-end. Options, controls, stats, etc., are all intuitive and easy, meaning more time is spent enjoying the game and less figuring things out.

So run to the store and tackle a copy of *Madden*. Look for HossUGO online, baby!





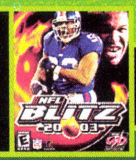
NOW RATED

The most well-rounded, option-rich football game in history. If you have enjoyed the Madden series for years, or are a newcomer to the video game gridiron, *Madden* is as good as it gets. Plus, online play offers a never-ending variety of opponents.

A+

Best of the crop

NFL BLITZ 20-03
MIDWAY



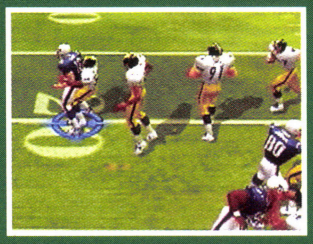
Systems: PS2, Xbox, GC **Publisher:** Midway **Online:** No
Website: www.midway.com

How many times do we go through the Midway cycle that goes something like this? Release game in arcade, keep releasing same game, release same game on console, and five years later finally make some changes.

They finally did it with Blitz last year, and it worked great. New playbook options, a huge graphical overhaul and an extra player per side made the series fresh again.

This year's version gets more of the old Midway pattern. It's essentially the same game with a few minor tweaks. The biggest addition is the ability to win created player attributes by beating NFL teams. Smaller changes include player ratings for true performance differences and off-target QB throws.

Put it all together and what have ya got? A really fun game that should intersest anyone who didn't buy/play last year's release. The action is fast-paced, intense, and perfect for multiplayer. It's good enough for now, but we're expecting major changes for 20-04.



NOW RATED

NFL Blitz was a pleasant surprise last year, but the newest version offers little in the way of enhancements. Seems like Midway's falling back on its re-release plan. *Blitz 20-03* plays smooth and fast, perfect for a quick dose of action here or there.

B-

Seen it before

NCAA 2K3
SEGA SPORTS

Systems: PS2, Xbox, GC **Publisher:** Sega **Online:** No
Website: www.sega.com

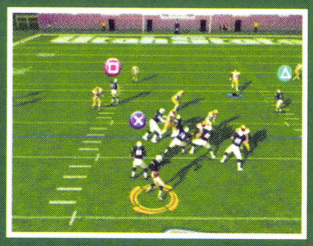
When I was in college, it was fun to skip lots of classes in order to play video games (duh). Then, just before the test, I'd copy a friend's notes and hope for the best. Well, despite cribbing some good notes from *NFL 2K3*, *NCAA 2K3* fails to ace the test.

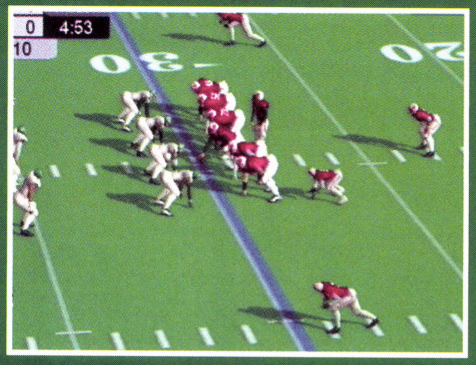
I hated *NCAA 2K2*, and much of that hate stemmed from the uselessness of the option plays. *NCAA 2K3* has the option up and running, although it's still nowhere near as smooth or authentic looking as *NCAA 2003*'s.

Overall, I'd have to say this game has a pretty choppy feel to it. Passing seems really quick, and oftentimes it seems like your receiver isn't even sure where the ball is going.

The rankings, one of the major issues with last year's games, have been improved. This makes simming games and participating in the unique Legacy Mode a worthwhile diversion.

Worthwhile diversion or not, this entire review could be summed up like this...NOT AS GOOD AS *NCAA 2003*.





NOW RATED

I wish there were more to love here, as I'm a big *NFL 2K3* fan. Sega's college title, apparently, doesn't get quite the same attention as its big brother and it shows. *NCAA 2K3* is improved, but still trails EA's *NCAA 2003* in every conceivable department.

B-

Big step forward

NCAA GAMEBREAKER
989 SPORTS

Systems: PS2 **Publisher:** Sony **Online:** No
Website: www.989.com

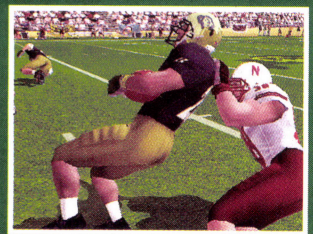
Still waiting for the "big comeback" 989 Sports was supposed to have? Well, keep waiting, because *GameBreaker* comes in just a notch below *GameDay* as one of the year's most disappointing football titles.

GameBreaker's got all the small stuff right (117 teams, 60 all-time teams, etc.) but the basic engine is flawed beyond repair. Like *GameDay*, I don't even really get the feeling I'm playing football. Players run like the're on skates, perform stilted animations, and generally act as if there's no A.I. built into the game at all.

Running the option isn't what it should be, thanks to some quizzical control hitches and poor blocking.

You can move the ball, however, but it feels more like you're taking advantage of a bunch of tackling dummies. Find a play that works, and stick with it over and over. Boring.

The only reason I'd buy this game is if I were the cover athlete. And even then, I'd have my agent buy it. Unless you collect bad football video games, stay away.

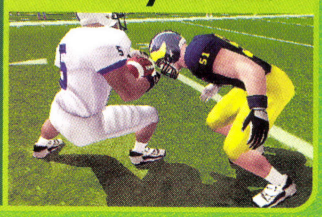


NOW RATED

The one feature that matters, compelling, finely tuned gameplay, was left out here. Ignore what the back of the box says and find your college football fun elsewhere. Maybe *GameBreaker* should be red-shirted for a year.

D+

Break yourself!



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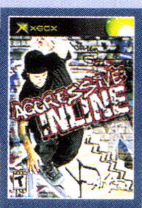
GAME GLANCE

No-frills Approach to Ports and Smaller Titles

If you like a game in here, don't take offense that we didn't give it the "full treatment," so to speak. It just means that the game was ripe for a quickie review. It may have been a port, it may be a simple concept re-done, it may just be a case of not being able to squeeze it in. So, rather than leave it out, we decided to do more, more, more... Here's hoping you find it useful, and if not, well, blame Phil.



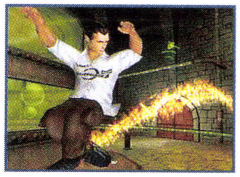
AGGRESSIVE INLINE

System: Xbox

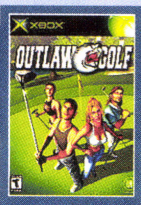
This puppy was developed by Z-Axis, the team responsible for the awesome Dave Mirra BMX games. *Aggressive Inline* outdoes that earlier series by a long shot—the action is fast paced, exciting, and combo heavy. Only Tony Hawk does Xtreme better.

■ **PROS:** *Giant environments, including an Xbox-exclusive Zoo level. A terrific trick system allows you to link all of your crazy stunts with ease.*

■ **CONS:** *At heart, it's still just a Tony Hawk Pro Skater clone.*



BUY IT



OUTLAW GOLF

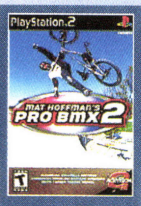
System: Xbox

This surprisingly crude golf game exists for the sole purpose of allowing players to beat the crap out of their caddies when they miss shots. The smackdown animations are hilarious, and they're worth checking out, but they don't justify a $50 purchase.

■ **PROS:** *Its extremely naughty sense of humor, pretty polygon gals and beautiful backdrops.*

■ **CONS:** *The Tiger Woods-esque play control is not very comfortable, and the load times drag.*

RENT IT



MAT HOFFMAN'S PRO BMX 2

System: PlayStation 2

Rainbow Studios (*ATV, Splashdown*) do Mat Hoffman's name proud by developing the best BMX title ever to hit consoles. The game is expertly crafted, and it's a lot of fun for fans of the genre. Check it out.

■ **PROS:** *A finely tuned trick system that never gets old, solid graphics, and terrific environments.*

■ **CONS:** *If you aren't a fan of these Xtreme Sports games, Hoffman won't convert ya.*

BUY IT

UFC THROWDOWN

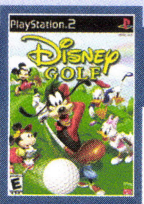
System: GameCube

Whereas WWE games appeal to just about everybody, UFC titles are more of a love-it-or hate-it kind of thing. The fighters themselves aren't very interesting, but they use real fighting moves, and in this GameCube version, they look terrific. Fans will dig it.

■ **PROS:** *All real moves and a heavy slate of UFC fighters makes this a solid sim of a legitimate sport.*

■ **CONS:** *The difficulty curves up fast, and those darn hold moves are a pain to get out of.*

RENT IT



DISNEY GOLF

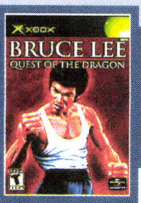
System: PS2

Part *Mario Golf*, part *Swing Away* and part *Hot Shots, Disney Golf* makes for a relaxing round on the links. Power-ups and a traditional swing meter help you to negotiate the game's fun, yet simple, course layouts. This actually might be a buy for the younger set.

■ **PROS:** *Disney characters are easy on the eyes. Game features a quick pace of play and doesn't require much concentration.*

■ **CONS:** *A little too dumbed down for a true golf nut. Not for older gamers.*

RENT IT



BRUCE LEE QUEST OF THE DRAGON

System: Xbox

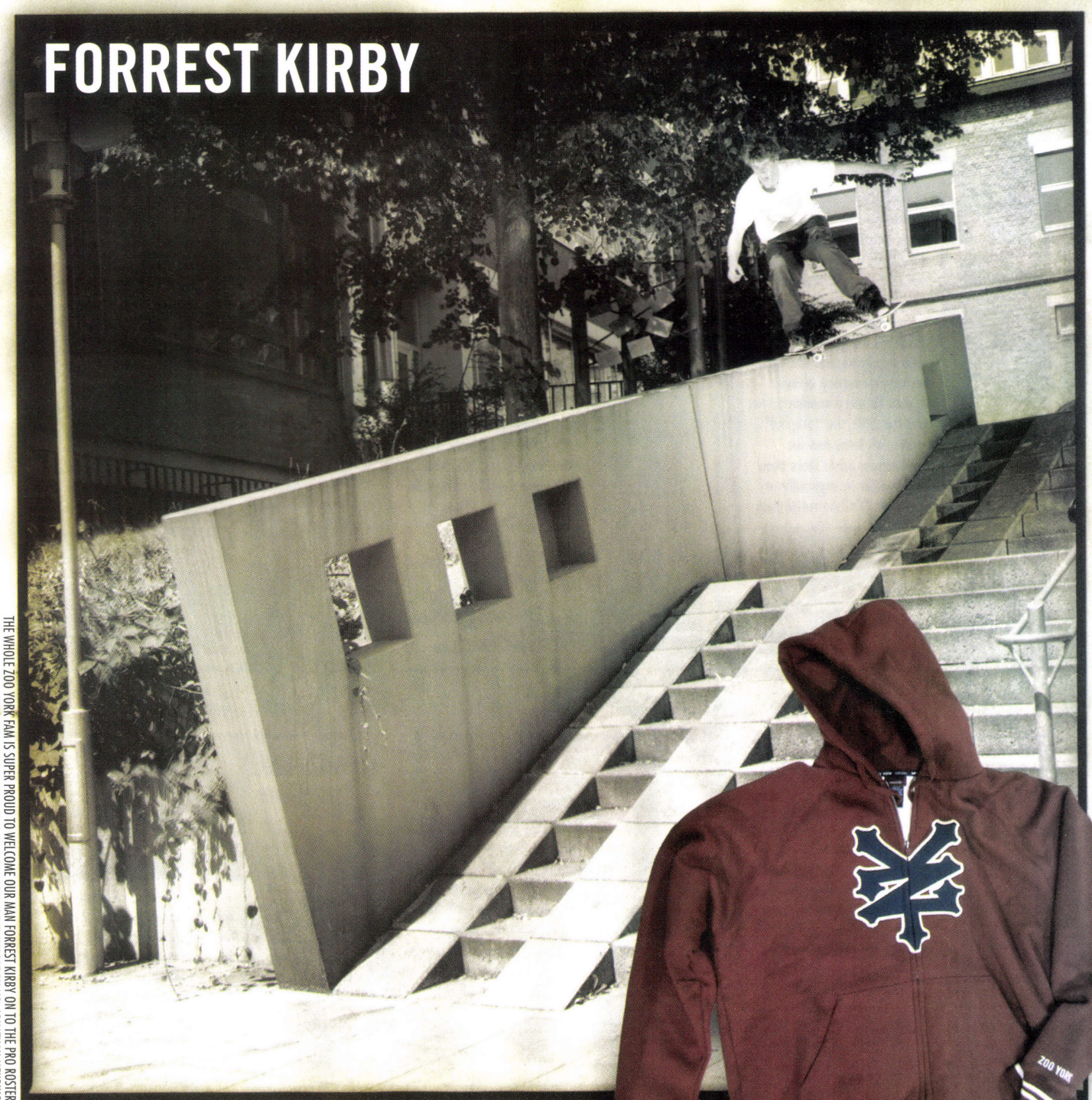
What a mess! With its terrible frame rate, poor motion captures, repetitive gameplay, ludicrous load times and endless coin collecting, it's no wonder why Universal snuck this out before we could preview it. Avoid it.

■ **PROS:** *Pros? Pros?! Ha! Ha! Ha! Ha! Ha! Ha! Ha! Ha! Ha!*

■ **CONS:** *So many things that make a game smell like poo are in here. Would Bruce Lé slap his name on this? Maybe. But Bruce Lee? Never.*

RUN AWAY

FORREST KIRBY



THE WHOLE ZOO YORK FAM IS SUPER PROUD TO WELCOME OUR MAN FORREST KIRBY ON TO THE PRO ROSTER
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NOW PLAYING

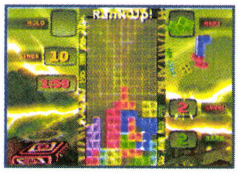
TETRIS WORLDS

System: Xbox

Tetris Worlds—because you can't have a video game system that doesn't have some form of *Tetris* available for it. This particular version of the classic puzzle game is actually quite enjoyable, but the various new gameplay modes tend to be more annoying than exciting. Still, the "original" version of *Tetris* and the multi-player mode more than make up for it, especially at *Tetris World*'s low retail price.

■ PROS:
It's Tetris—how do you not like that? Being able to play to your own soundtrack adds a lot. Multi-player is fun. It's cheap (around $30).

■ CONS:
All those new gameplay variants distracted, rather than added, to the experience. Does Tetris really need a story mode?



BUY IT

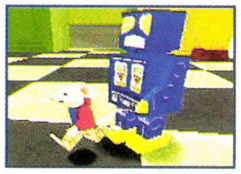
STUART LITTLE 2

System: Playstation

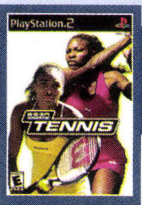
Holy smokes! What do we have here? A decent PSone game? Nope, a great PSone game! Stewart Little himself may be small, but *Stuart Little 2* is big in the fun department. We were pleasantly surprised at its solid platforming elements, great action, mini-games and fun factor. Sure it may not look like a next-gen game, but with gameplay like this, who cares?

■ PROS:
Though this is a kid's game, we had a blast with just about everything SL2 had to offer. If this had the word "Mario" slapped on it, people wouldn't think twice of scooping it up.

■ CONS:
The aiming system is a little awkward in SL2, and so was climbing narrow poles or sticks. But other than that, there were really no complaints.



BUY IT



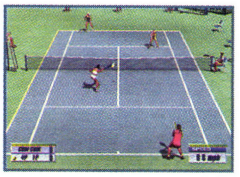
SEGA SPORTS TENNIS

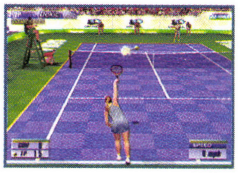
System: PS2

Super-addictive tennis action with the Williams sisters leading the way. Great controls and male and female players appeal to wide audience. Your girlfriend might even like it.

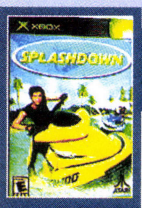
■ PROS:
Easy pick-up-and play mechanics, yet still maintains good replay value. Great for multi-player action with some friends.

■ CONS:
Not heavy enough on options and features. We'd love to see a full replica of the tennis tour, with Grand Slam tournaments and such. It's still a great game.





BUY IT



SPLASHDOWN

System: XBOX

The ultimate water-based racer has made its way to the Xbox with improved graphics, the option to play your own background tunes, and a tight, highly response control setup. Don't hesitate to pick this one up.

■ PROS:
A unique trick system that rewards cool moves with greater speed settings encourages you to do more than just avoid obstacles.

■ CONS:
If you don't like extreme sports titles, Splashdown won't do anything to change your opinion.

BUY IT

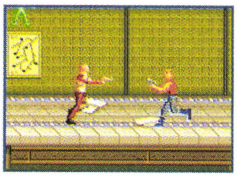
XXX

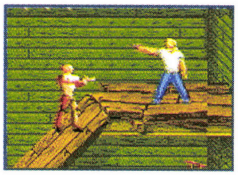
System: Game Boy Advance

This is exactly the kind of crap that we all hoped would be a thing of the past with the release of the GBA. This is a totally substandard shooter with confusing levels, poor control and scratchy sound. Avoid it at all costs.

■ PROS:
Well... the movie is a perfect license to turn into a video game. Too bad they messed it up.

■ CONS:
For starters, every time you try to duck and shoot, XXX winds up aiming his gun straight at the floor, making him a sitting duck for enemies. What a pain! Worse, still, levels are poorly designed and very easy to get lost in. Arrgh!





RUN AWAY

MX SUPERFLY FEAT. RICKY CARMICHAEL

System: PS2

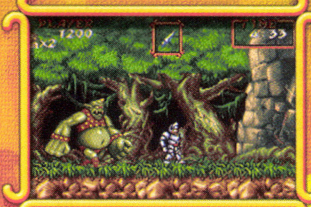
THQ's latest crack at motocross takes all that *MX 2002* had going for it and adds a few more tracks to race on, plus a greater emphasis on tricks (hence the *Superfly* name). Stick to the racing, though. Executing tricks effectively in the stunt courses is too tough, and most mini-games are just lame. They all feel forced and look horrible compared to the race tracks.

■ PROS:
Just like in MX 2002, Superfly's motocross racing sections are fantastic, with 22 total tracks (some straight from the last game).

■ CONS:
The new mode that features 11 mini-games dedicated to performing stunts only brings attention to the flaws of Superfly's tricks system.

RENT IT

DRAW YOUR SWORD!



As dauntless knight Arthur you are caught up in the most dangerous of quests! A spell has been cast upon the kingdom. Your fair maiden, Princess Prin Prin has been snatched up by the evil emperor. Only as Arthur can you get her back from the creatures of the undead that haunt the land. Test your courage and skill to the limit. You must keep up the quest. On your journey, your mightiest weapon of all awaits you... MAGIC!

GAME BOY ADVANCE

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CAPCOM

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- Determine your fate - Choose the next stage at the completion of each level.
- Uncover armor, shields and treasure chests to protect you from your foes.

EVERYONE E CONTENT RATED BY ESRB

Mild Violence

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REVIEW ARCHIVE

Missed our past issues? Here's how we ranked the best and the worst releases of the past six months.

PLAYSTATION 2

GAME	ISSUE	GRADE
007: Agent Under Fire	04	B
Aggressive Inline	10	B
Air Blade	05	C+
Army Men RTS	07	B+
Baldur's Gate: Dark Alliance	03	A ☆
Blood Omen 2	07	B-
Britney's Dance Beat	09	C-
Deus Ex	07	A ☆
Devil May Cry	02	A ☆
Dropship	09	C-
Dynasty Warriors III	03	B-
ESPN International Winter Sports 2002	05	B-
ESPN NFL Prime Time	04	C-
Eve of Extinction	07	D-
Fatal Frame	06	B
FIFA 2002	02	A- ☆
Final Fantasy X	03	A+ ☆
Giants Citizen Kabuto	04	C-
Gitaroo Man	05	B+
Headhunter	08	B+
Herdy Gerdy	07	C
High Heat MLB 2003	06	A- ☆
Hot Shots 3	06	A ☆
Jak & Daxter	04	A- ☆
Mad Maestro	07	B-
Maximo	06	A- ☆
Medal of Honor: Frontline	09	A ☆
Metal Gear Solid 2: Sons of Liberty	04	A+ ☆
Mister Mosquito	07	B
Mobile Suit Gundam: Zeonic Front	05	C-
Monsters, Inc.	06	B-
MLB Slugfest 20-03	10	B
NCAA 2003	10	A ☆
NFL 2K2	03	B+
NFL GameDay 2002	04	D
No One Lives Forever	06	C-
Pac-Man World 2	05	A- ☆
Parappa the Rapper 2	04	A- ☆
Pirates: The Legend of Black Kat	07	B
Rayman Arena	08	C
Rez	04	B
Shadow Hearts	05	B
Soccer Mania	10	B-
Soul Reaver II	03	B
Splashdown	03	B
Spider-Man	08	B+
Star Trek Voyager: Elite Force	05	D
Star Wars: Jedi Starfighter	07	A- ☆
Star Wars: Racer Revenge	06	B-
State of Emergency	06	C-
Stuntman	10	B+
The Mark of Kri	10	A- ☆
Virtua Fighter 4	06	B
Wipeout Fusion	08	A- ☆

XBOX

GAME	ISSUE	GRADE
007: Agent Under Fire	07	A- ☆
All-Star Baseball 2003	07	B-
Azurik: Rise of Perathia	04	D-
Blood Wake	05	C
Cel Damage	03	B
Crazy Taxi 3: High Roller	10	B+
Dark Summit	03	B
Dead or Alive 3	03	A- ☆
FIFA 2002: Road to the World Cup	08	B-
Fusion Frenzy	03	B
Genma Onimusha	05	B-
Halo	03	A+ ☆
Hunter the Reckoning	09	B
Jet Set Radio Future	06	B+
Knockout Kings 2002	06	B
Mad Dash Racing	03	C-
Moto GP	09	B
NBA Inside Drive 2002	06	B
NFL Fever 2002	03	B
Oddworld: Munch's Oddysee	03	A ☆
Project Gotham Racing	03	A ☆
Shrek	03	D
Spider-Man	08	A- ☆
Star Wars: Obi-Wan	04	C-
Test Drive	09	B+
Tony Hawk's Pro Skater 2X	02	B+
Triple Play 2002	06	C
Wreckless: The Yakuza Missions	06	C+
World Series Baseball	09	A- ☆
WWF Raw	06	C

GAMECUBE

GAME	ISSUE	GRADE
Bloody Roar: Primal Fury	07	B
Bomberman Generation	10	B+
Crazy Taxi	04	B
Eternal Darkness	10	A ☆
Luigi's Mansion	02	B-
Pikmin	03	C-
Resident Evil	08	A+ ☆
Sega Soccer Slam	06	B+
Smashing Drive	06	D+
Sonic Adventure 2 Battle	05	C-
Spider-Man	08	B+
Star Wars Rogue Leader: Rogue Squadron II	03	A+ ☆
Super Monkey Ball	02	A ☆
Super Smash Bros. Melee	04	A+ ☆
Universal Studios Theme Park Adventure	05	D-
Wave Race: Blue Storm	03	B+
WWE Wrestlemania X8	09	B

GAME BOY ADVANCE

GAME	ISSUE	GRADE
Alienators: Evolution Continues	04	B-
Breath of Fire II	07	C
Britney's Dance Beat	08	F
Broken Sword	07	B
Column's Crown	02	C+
Crash Bandicoot: The Huge Adventure	06	B
Dark Arena	06	C-
Doom GBA	03	A ☆
Ecks vs. Sever	02	A ☆
F-14 Tomcat	01	B+
Frogger: The Great Quest	07	C
Frogger's Adventures	02	B+
Golden Sun	03	A+ ☆
Gradius Galaxies	02	A ☆
Guilty Gear X Advance Edition	10	C+
Harry Potter and the Sorcerer's Stone	03	B-
High Heat MLB 2003	06	B
Hot Wheels Burnin' Rubber	02	D+
Inspector Gadget	06	C+
Jackie Chan Adventures: Legend of the Dark Hand	03	C
Jedi Power Battles	03	D-
Jurassic Park III: Island Attack	02	C
Jurassic Park III: Park Builder	02	B
King of Fighter EX: New Blood	07	B-
Lilo & Stitch	09	B+
Mega Man Battle Network 2	09	A- ☆
Men in Black: The Series	02	F
Mortal Kombat Advance	05	D
Motocross Maniacs	06	B+
NBA Jam 2002	07	F
Planet of the Apes	04	C+
Puyo Pop	05	B
Road to Wrestlemania	03	C
Robopon 2	08	B
Salt Lake 2002	04	C
Shaun Palmer's Pro Snowboarder	04	C
Sheep	06	C+
Shrek: Swamp Kart Speedway	06	F
Sonic Advance	05	A- ☆
Spider-Man	08	B-
Spy Hunter	08	C-
Star Wars Episode II: Attack of the Clones	09	D-
Super Bust-A-Move	04	C
Super Mario World	05	A+ ☆
Tactics Ogre: The Knight of Lodis	07	A ☆
Tekken Advance	05	B
The Pinball of the Dead	09	B
The Scorpion King: Sword of Osiris	08	B
The Three Stooges	08	C+
Tony Hawk's Pro Skater 3	07	A- ☆
Urban Yeti!	09	B-
Wario Land 4	03	A ☆
WTA Tour Tennis	07	B+
Zone of the Enders: The Fist of Mars	05	C-

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Yu-Gi-Oh!™

This *Yu-Gi-Oh!* strategy guide is the product of thousands of man hours, and that doesn't even include the overtime put in by our legion of elves and baby goats. If our Hot-Trendz-o-Meter™ is correct, *Yu-Gi-Oh!* is going to be the next Pokémon, and we're happy to present you with what fans are calling "the most, comprehensive, exhaustive, and altogether delicious *Yu-Gi-Oh!* guide yet!" We have no idea what an Obese Marmot of Nefariousness is, but thanks to this handy guide, you soon will. Enjoy, and make sure to get outside every once in awhile.

GUIDE KEY

CARD NUMBER AND NAME

CARD STATISTICS

001 BLUE EYES WHITE DRAGON

Level: 8	Attack: 3000
Element: Light	Defense: 2500
Type: Dragon	Deck Cost: 35
Code: 89631139	

Description: Legendary dragon High attack factor.

CARD IMAGE

CARD DESCRIPTION

001 BLUE EYES WHITE DRAGON

Level: 8 | Attack: 3000
Element: Light | Defense: 2500
Type: Dragon | Deck Cost: 35
Code: 89631139

Description: Legendary dragon with a High attack factor.

002 MYSTICAL ELF

Level: 4 | Attack: 800
Element: Light | Defense: 2000
Type: Magician | Deck Cost: 28
Code: 15025844

Description: Special effect: Power-up B.eye White Dragon.

003 HITOTSU-ME GIANT

Level: 4 | Attack: 1200
Element: Fiend | Defense: 1000
Type: Beastwar | Deck Cost: 22
Code: 76184692

Description: Vicious and powerful one-eyed giant.

004 BABY DRAGON

Level: 3 | Attack: 1200
Element: Earth | Defense: 700
Type: Dragon | Deck Cost: 19
Code: 88819587

Description: Small dragon with a big bite.

005 RYU-KISHIN

Level: 83 | Attack: 1000
Element: Wind | Defense: 500
Type: Fiend | Deck Cost: 15
Code: 15303296

Description: Quick and lethal statue-like fiend.

006 FERAL IMP

Level: 4 | Attack: 1300
Element: Fiend | Defense: 1400
Type: Fiend | Deck Cost: 27
Code: 41392891

Description: Small fiend that dwells in the dark.

007 WINGED DRAGON #1

Level: 4 | Attack: 1400
Element: Wind | Defense: 1200
Type: Dragon | Deck Cost: 26
Code: 87796900

Description: Dive-attacking dragon sentry.

008 MUSHROOM MAN

Level: 2 | Attack: 800
Element: Forest | Defense: 600
Type: Plant | Deck Cost: 14
Code: 14181608

Description: Attacks enemies with lethal spores.

009 SHADOW SPECTRE

Level: 1 | Attack: 500
Element: Fiend | Defense: 200
Type: Zombie | Deck Cost: 7
Code: 40575313

Description: Troublesome ghost when multiplied.

010 BLACKLAND FIRE DRAGON

Level: 4 | Attack: 800
Element: Shadow | Defense: 2000
Type: Dragon | Deck Cost: 23
Code: 87564352

Description: Dark dragon with poor eye-sight.

011 SWORD ARM OF DRAGON

Level: 6 | Attack: 1750
Element: Earth | Defense: 2030
Type: Dinosaur | Deck Cost: 27
Code: 13069066

Description: Spiked dinosaur that charges at enemies.

012 SWAMP BATTLEGUARD

Level: 5 | Attack: 1800
Element: Shadow | Defense: 1500
Type: Warrior | Deck Cost: 23
Code: 40453765

Description: Special effect: Powers up your Lava Battleguards.

013 TYHONE

Level: 4 | Attack: 1200
Element: Wind | Defense: 1400
Type: WingBeast | Deck Cost: 26
Code: 72842870

Description: Has huge mouth for firing cannonballs.

014 BATTLE STEER

Level: 5 | Attack: 1800
Element: Fiend | Defense: 1300
Type: BeastWar | Deck Cost: 21
Code: 18246479

Description: Charges enemy with its huge horns.

015 FLAME SWORDSMAN

Level: 5 | Attack: 1800
Element: Pyro | Defense: 1600
Type: Warrior | Deck Cost: 24
Code: 45231177

Description: Special effect: Dinosaur hunter with fire-sword.

016 TIME WIZARD

Level: 8 | Attack: 500
Element: Dreams | Defense: 400
Type: Magician | Deck Cost: 9
Code: 71625222

Description: Special effect: Baby Dragon grows to Thousand Dragon.

017 RIGHT LEG OF FORBIDDEN

Level: 8 | Attack: 200
Element: Shadow | Defense: 300
Type: Magician | Deck Cost: 55
Code: 08124921

Description: Unlimited power is sealed within.

018 LEFT LEG OF FORBIDDEN

Level: 8 | Attack: 200
Element: Shadow | Defense: 300
Type: Magician | Deck Cost: 55
Code: 44519536

Description: Unlimited power is sealed within.

019 RIGHT ARM OF FORBIDDEN

Level: 8 | Attack: 200
Element: Shadow | Defense: 300
Type: Magician | Deck Cost: 55
Code: 70903634

Description: Unlimited power is sealed within.

020 LEFT ARM OF FORBIDDEN

Level: 1 | Attack: 800
Element: Light | Defense: 2000
Type: Magician | Deck Cost: 55
Code: 07902349

Description: Unlimited power is sealed within.

021 EXODIA OF FORBIDDEN

Level: 1 | Attack: 1000
Element: Shadow | Defense: 1000
Type: Magician | Deck Cost: 70
Code: 33396948

Description: Unleash the power with arms and legs.

022 SUMMONED SKULL

Level: 6 | Attack: 2500
Element: Fiend | Defense: 1200
Type: Fiend | Deck Cost: 27
Code: 70781052

Description: A rare card with dark powers.

023 THE WICKED WORM BELOW

Level: 3 | Attack: 1400
Element: Earth | Defense: 700
Type: Beast | Deck Cost: 21
Code: 06285791

Description: Worm monster that attacks from below.

024 SKULL SERVANT

Level: 1 | Attack: 300
Element: Fiend | Defense: 200
Type: Zombie | Deck Cost: 5
Code: 32274490

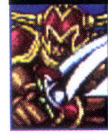
Description: A skeletal ghost. Trouble in numbers.

025 HORN IMP

Level: 4 | Attack: 1300
Element: Fiend | Defense: 1000
Type: Fiend | Deck Cost: 23
Code: 69669405

Description: Beware the horn of this tiny monster.

026 BATTLE OX



Level: 4 | Attack: 1700
Element: Forest | Defense: 1000
Type: BeastWar | Deck Cost: 27
Code: 05053103

Description: Special effect: Swings axe to wipe.

027 BEAVER WARRIOR

Level: 4 | Attack: 1200
Element: Forest | Defense: 1500
Type: BeastWar | Deck Cost: 27
Code: 32452818

Description: Meadow monster with strong DEF.

028 ROCK OGRE GROTTO #1

Level: 3 | Attack: 800
Element: Earth | Defense: 1200
Type: Rock | Deck Cost: 20
Code: 68846917

Description: Stone monster with mighty arms.

029 MOUNTAIN WARRIOR

Level: 3 | Attack: 1000
Element: Earth | Defense: 600
Type: BeastWar | Deck Cost: 16
Code: 04931562

Description: Well-balanced and solid warrior.

030 ZOMBIE WARRIOR

Level: 3 | Attack: 1200
Element: Fiend | Defense: 900
Type: Zombie | Deck Cost: 21
Code: 31339260

Description: Fragile-looking skeleton warrior.

031 KOUMORI DRAGON

Level: 4 | Attack: 1500
Element: Fiend | Defense: 1200
Type: Dragon | Deck Cost: 27
Code: 67724379

Description: A vicious, fire-breathing dragon.

032 TWO-HEADED KING REX

Level: 4 | Attack: 1600
Element: Earth | Defense: 1200
Type: Dinosaur | Deck Cost: 28
Code: 94119974

Description: A rare two-headed dragon.

033 JUDGE MAN

Level: 6 | Attack: 2200
Element: Light | Defense: 1500
Type: Warrior | Deck Cost: 27
Code: 30113682

Description: A decisive warrior with a lethal club.

034 SAGGI THE DARK CLOWN

Level: 3 | Attack: 600
Element: Shadow | Defense: 1500
Type: Magician | Deck Cost: 21
Code: 66602787

Description: Strange Clown with uncanny agility.

035 DARK MAGICIAN

Level: 7 | Attack: 2500
Element: Shadow | Defense: 2100
Type: Magician | Deck Cost: 26
Code: 46986414

Description: Highest level magic-user.

036 THE SNAKE HAIR

Level: 4 | Attack: 1500
Element: Fiend | Defense: 1200
Type: Zombie | Deck Cost: 27
Code: 29491031

Description: One look turns an enemy to stone. (Does 'Snake Hair' make sense to anyone?)

037 GAIA THE DRAGON CHAMPION

Level: 7 | Attack: 2600
Element: Wind | Defense: 2100
Type: Dragon | Deck Cost: 27
Code: 66889139

Description: Knight mounted on a swift dragon.

038 GAIA THE FIERCE KNIGHT

Level: 7 | Attack: 2300
Element: Shadow | Defense: 2100
Type: Warrior | Deck Cost: 24
Code: 06368038

Description: Knight mounted on a hi-speed charge.

039 CURSE OF DRAGON

Level: 5 | Attack: 2000
Element: Wind | Defense: 1500
Type: Dragon | Deck Cost: 25
Code: 28279543

Description: Special effect: Flames to burn any field to wasteland. Like, say, Jersey.

040 DRAGON PIPER

Level: 3 | Attack: 200
Element: Pyro | Defense: 1800
Type: Pyro | Deck Cost: 20
Code: 55763552

Description: High DEF Vase with strange markings.

041 CELTIC GUARDIAN

Level: 4	Attack: 1400
Element: Light	Defense: 1200
Type: Warrior	Deck Cost: 26
Code: 91152256	

Description: Fast and furious elfin guardian.

042 FACELESS MAGE

Level: 5	Attack: 1200
Element: Dreams	Defense: 2200
Type: Magician	Deck Cost: 24
Code: 28546905	

Description: Special effect: Freezes opponents .

043 KARBONALA WARRIOR

Level: 8	Attack: 1500
Element: Earth	Defense: 1200
Type: Warrior	Deck Cost: 27
Code: 54541900	

Description: A normal warrior with strong ATK.

044 ROGUE DOLL

Level: 4	Attack: 1600
Element: Light	Defense: 1000
Type: Magician	Deck Cost: 26
Code: 91939608	

Description: A dark doll with the powers of good. (Eat Snacky Smores™).

045 OSCILLO HERO #2

Level: 3	Attack: 1000
Element: Thunder	Defense: 500
Type: Thunder	Deck Cost: 15
Code: 15025844	

Description: Monster known for thunder attacks. Like Dave, our Art Director, who farts a lot.

046 GRIFFORE

Level: 4	Attack: 1200
Element: Forest	Defense: 1500
Type: Beast	Deck Cost: 27
Code: 53829412	

Description: Tough body makes for strong defense. (Fact: Humans are naturally herbivores).

047 TORIKE

Level: 3	Attack: 1200
Element: Earth	Defense: 600
Type: Beast	Deck Cost: 16
Code: 80813021	

Description: Limited defense and a lethal horn. (Joke: Pull my finger. "Fart").

048 SANGAN

Level: 3	Attack: 1000
Element: Fiend	Defense: 600
Type: Fiend	Deck Cost: 28
Code: 26202165	

Description: Small three-eyed fiend of the dark. (Sounds like Ethan's ex-girlfriend).

049 BIG INSECT

Level: 4	Attack: 1200
Element: Forest	Defense: 1500
Type: Insect	Deck Cost: 27
Code: 53606874	

Description: Giant jungle bug Strong ATK and DEF. (Sounds like the ex's mom).

050 BASIC INSECT

Level: 2	Attack: 500
Element: Forest	Defense: 700
Type: Insect	Deck Cost: 12
Code: 89091579	

Description: Insect known to travel in swarms.

051 ARMORED LIZARD

Level: 4	Attack: 1500
Element: Aqua	Defense: 1200
Type: Reptile	Deck Cost: 27
Code: 15480588	

Description: Vicious lizard with a tough hide.

052 HERCULES BEETLE

Level: 5	Attack: 1500
Element: Forest	Defense: 2000
Type: Insect	Deck Cost: 25
Code: 15025844	

Description: Big armored beetle with strong DEF.

053 KILLER NEEDLE

Level: 4	Attack: 1200
Element: Forest	Defense: 1000
Type: Insect	Deck Cost: 22
Code: 15025844	

Description: Huge bee that's a danger in swarms.

054 GOKIBORE

Level: 4	Attack: 1200
Element: Forest	Defense: 1400
Type: Insect	Deck Cost: 26
Code: 15367030	

Description: Rolling roach with strong ATK and DEF.

055 GIANT FLEA

Level: 4	Attack: 1500
Element: Forest	Defense: 1200
Type: Insect	Deck Cost: 27
Code: 41762634	

Description: Huge flea with strong ATK.

056 TIME WIZARD

Level: 2	Attack: 500
Element: Forest	Defense: 400
Type: Insect	Deck Cost: 57
Code: 87756343	

Description: Grows to become a powerful moth.

057 GREAT MOTH

Level: 8	Attack: 2600
Element: Forest	Defense: 2500
Type: Insect	Deck Cost: 63
Code: 15025844	

Description: Huge moth releases lethal powder.

058 KURIBOH

Level: 1	Attack: 300
Element: Shadow	Defense: 200
Type: Fiend	Deck Cost: 5
Code: 40640057	

Description: One is nothing, but a group is trouble. Like bunions.

059 MAMMOTH GRAVEYARD

Level: 3	Attack: 1200
Element: Shadow	Defense: 800
Type: Dinosaur	Deck Cost: 20
Code: 40374923	

Description: Special effect: Drains power of opposing monsters.

060 GREAT WHITE

Level: 4	Attack: 1600
Element: Aqua	Defense: 800
Type: Fish	Deck Cost: 24
Code: 13429800	

Description: Huge white shark with razor teeth.

061 WOLF

Level: 3	Attack: 1300
Element: Forest	Defense: 1400
Type: Beast	Deck Cost: 20
Code: 49417509	

Description: Seldom-seen wolf with acute senses.

062 HARPIE LADY

Level: 4	Attack: 1300
Element: Wind	Defense: 1400
Type: WingBeast	Deck Cost: 27
Code: 76812113	

Description: Special effect: +1 level for own harpie's pet.

063 HARPIE LADY SISTER

Level: 6	Attack: 1900
Element: Wind	Defense: 2100
Type: Wingbeast	Deck Cost: 30
Code: 12206212	

Description: Special effect: Max power for own harpie's pet.

064 TIGER AXE

Level: 4	Attack: 1300
Element: Forest	Defense: 1100
Type: BeastWar	Deck Cost: 24
Code: 49791927	

Description: Beast warrior with a massive axe.

065 SILVER FANG

Level: 3	Attack: 1200
Element: Forest	Defense: 800
Type: Beast	Deck Cost: 20
Code: 90357090	

Description: Snow white wolf with vicious fangs.

066 KOJIKOCY

Level: 4	Attack: 1500
Element : Earth	Defense: 1200
Type: Warrior	Deck Cost: 27
Code: 01184620	

Description: Rock-shattering manhunter.

067 ULTIMATE GREAT MOTH

Level: 8	Attack: 3500
Element: Forest	Defense: 3000
Type: Insect	Deck Cost: 65
Code: 48579379	

Description: Great moth's final stage of growth.

068 GAROOZIS

Level: 5	Attack: 1800
Element: Pyro	Defense: 1500
Type: BeastWar	Deck Cost: 23
Code: 41462083	

Description: Beast warrior with a dragon's head.

069 THOUSAND DRAGON

Level: 7	Attack: 2400
Element: Pyro	Defense: 2000
Type: Dragon	Deck Cost: 24
Code: 41462083	

Description: A dragon who's thousands of years old.

070 FIEND KRAKEN

Level: 4	Attack: 1200
Element: Aqua	Defense: 1400
Type: Aqua	Deck Cost: 26
Code: 77456781	

Description: A giant squid that dwells underwater.

071 JELLYFISH

Level: 4	Attack: 1200
Element: Aqua	Defense: 1500
Type: Aqua	Deck Cost: 27
Code: 1200/1500	

Description: A jellyfish that wanders the sea.

072 A COCOON OF EVOLUTION

Level: 3	Attack: 0
Element: Forest	Defense: 2000
Type: Insect	Deck Cost: 60
Code: 40240595	

Description: A cocoon for raising larva.

073 KAIRYU-SHIN

Level: 5	Attack: 1800
Element: Aqua	Defense: 1500
Type: Sea Dragon	Deck Cost: 23
Code: 76634149	

Description: Special effect: Floods the land with tidal waves.

074 GIANT ROCK SOLDIER

Level: 3	Attack: 1300
Element: Earth	Defense: 2000
Type: Rock	Deck Cost: 33
Code: 13039848	

Description: Special effect: Summons earthquake to change terrain.

075 MAN-EATING PLANT

Level: 2	Attack: 800
Element: Shadow	Defense: 600
Type: Plant	Deck Cost: 14
Code: 49127943	

Description: Lovely and lethal meat-eating plant.

076 KROKODILUS

Level: 4	Attack: 1100
Element: Aqua	Defense: 1200
Type: Aqua	Deck Cost: 28
Code: 76512652	

Description: Monster crocodile with a tough hide.

077 GRAPPLER

Level: 4	Attack: 1300
Element: Aqua	Defense: 1200
Type: Reptile	Deck Cost: 25
Code: 02906250	

Description: Clever snake with a lethal squeeze.

079 MEGAZOWLER

Level: 6	Attack: 1800
Element: Earth	Defense: 1200
Type: Dinosaur	Deck Cost: 28
Code: 75390004	

Description: An unstoppable spiked Dinosaur.

080 URABY

Level: 4	Attack: 1500
Element: Earth	Defense: 800
Type: Dinosaur	Deck Cost: 23
Code: 01784619	

Description: Fast dinosaur with razor-sharp claws.

081 CRAWLING DRAGON #2

Level: 4	Attack: 1600
Element: Fiend	Defense: 1200
Type: Dragon	Deck Cost: 28
Code: 38289717	

Description: A huge dinosaur with lethal jaws.

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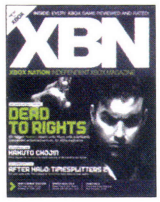

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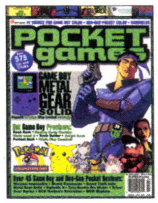

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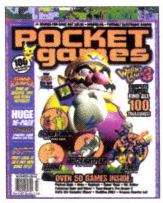

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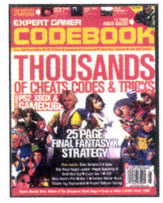

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082 RED-EYES B. DRAGON

Level: 7 | Attack: 2400
Element: Fiend | Defense: 2000
Type: Dragon | Deck Cost: 24
Code: 15025844

Description: A very rare card with high ATK.

083 CASTLE OF D. MAGIC

Level: 4 | Attack: 1200
Element: Shadow | Defense: 2500
Type: Fiend | Deck Cost: 37
Code: 00062121

Description: Special effect: Your cards go face down on dark field.

084 REAPER OF THE CARD

Level: 5 | Attack: 1800
Element: Fiend | Defense: 2000
Type: Fiend | Deck Cost: 28
Code: 33066139

Description: Special effect: Enemy traps in play are destroyed.

085 KING OF YAMIMAKAI

Level: 5 | Attack: 2600
Element: Fiend | Defense: 2300
Type: Fiend | Deck Cost: 39
Code: 69455834

Description: A powerful force that destroys all.

086 BAROX

Level: 5 | Attack: 1800
Element: Forest | Defense: 2000
Type: Fiend | Deck Cost: 28
Code: 06840573

Description: Long hairy arms attack in the dark.

087 DARK CHIMERA

Level: 5 | Attack: 2100
Element: Shadow | Defense: 1900
Type: Fiend | Deck Cost: 30
Code: 32344688

Description: Vile monster that breathes dark fire.

088 METAL GUARDIAN

Level: 5 | Attack: 1500
Element: Fiend | Defense: 2800
Type: Fiend | Deck Cost: 33
Code: 68339286

Description: Guardian of dark treasures.

089 CATAPULT TURTLE

Level: 5 | Attack: 1000
Element: Aqua | Defense: 2000
Type: Aqua | Deck Cost: 20
Code: 95727991

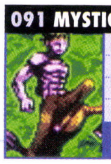
Description: Special effect: Directly attacks your opponent.

090 GYAKUTENNO MEGAMI

Level: 6 | Attack: 1800
Element: Light | Defense: 2000
Type: Fairy | Deck Cost: 28
Code: 31122090

Description: Special effect: Monsters with ATK 500 or less will power-up.

091 MYSTIC HORSEMAN



Level: 4 | Attack: 1300
Element: Forest | Defense: 1550
Type: Beast | Deck Cost: 28
Code: 68516705

Description: A monster that's both man and horse.

092 RABID HORSEMAN

Level: 6 | Attack: 2000
Element: Forest | Defense: 1700
Type: BeastWar | Deck Cost: 27
Code: 94905343

Description: Monster that's both bull and horse.

093 ZANKI

Level: 5 | Attack: 1500
Element: Earth | Defense: 1700
Type: Warrior | Deck Cost: 22
Code: 30090452

Description: Samurai monster with lethal sword. Wears dresses on occasion.

094 CRAWLING DRAGON

Level: 5 | Attack: 1600
Element: Earth | Defense: 1400
Type: Dragon | Deck Cost: 20
Code: 67494157

Description: A dragon that can no longer fly.

095 CRASS CLOWN

Level: 4 | Attack: 1350
Element: Dreams | Defense: 1400
Type: Fiend | Deck Cost: 27
Code: 93889755

Description: A clown from the circus of the dark.

096 ARMORED ZOMBIE

Level: 3 | Attack: 1500
Element: Fiend | Defense: 0
Type: Zombie | Deck Cost: 15
Code: 20277860

Description: A resurrected fiend in armor.

097 DRAGON ZOMBIE

Level: 3 | Attack: 1600
Element: Fiend | Defense: 0
Type: Zombie | Deck Cost: 16
Code: 66672569

Description: Dragon resurrected by sorcery.

098 CLOWN ZOMBIE

Level: 2 | Attack: 1350
Element: Fiend | Defense: 0
Type: Zombie | Deck Cost: 13
Code: 92667214

Description: Clown awakened by dark powers.

099 PUMPKING THE KING

Level: 6 | Attack: 1800
Element: Forest | Defense: 2000
Type: Zombie | Deck Cost: 28
Code: 29155212

Description: Special effect: Boosts power of zombie monsters.

100 BATTLE WARRIOR

Level: 3 | Attack: 700
Element: Earth | Defense: 1000
Type: Warrior | Deck Cost: 17
Code: 55550921

Description: Unarmed fighter with lethal hands.

101 WINGS OF WICKED FLAME

Level: 2 | Attack: 700
Element: Pyro | Defense: 600
Type: Pyro | Deck Cost: 13
Code: 92944626

Description: Flaming wings of intense heat.

102 MASK OF DARKNESS

Level: 2 | Attack: 900
Element: Shadow | Defense: 400
Type: Fiend | Deck Cost: 13
Code: 28933734

Description: Mask created by a dark sorcerer.

103 JOB-CHANGE MIRRIOR

Level: 3 | Attack: 800
Element: Shadow | Defense: 1300
Type: Fiend | Deck Cost: 21
Code: 55337339

Description: Vile mirror that blocks attacks.

104 CURTAIN OF THE DARK

Level: 2 | Attack: 800
Element: Shadow | Defense: 2000
Type: Magician | Deck Cost: 11
Code: 22026707

Description: Power-up curtain for magic-users.

105 TOMOZAURUS

Level: 2 | Attack: 500
Element: Earth | Defense: 400
Type: Dinosaur | Deck Cost: 9
Code: 46457856

Description: Often fight among each other.

106 SPIRIT OF THE WIND

Level: 5 | Attack: 1700
Element: Wind | Defense: 1400
Type: Magician | Deck Cost: 21
Code: 54615781

Description: Wind spirit that can call storms.

107 KAGENINGEN

Level: 2 | Attack: 800
Element: Fiend | Defense: 600
Type: Warrior | Deck Cost: 14
Code: 80600490

Description: Light and shadow attack as one.

108 GRAVEYARD & HAND

Level: 3 | Attack: 700
Element: Fiend | Defense: 900
Type: Zombie | Deck Cost: 16
Code: 27094595

Description: Invites the living to the underworld.

109 ALL-SEEING GODDESS

Level: 4 | Attack: 1200
Element: Light | Defense: 1000
Type: Fairy | Deck Cost: 22
Code: 53493204

Description: All-seeing with an all seeing eye.

110 HERO OF THE EAST

Level: 3 | Attack: 1100
Element: Earth | Defense: 1000
Type: Warrior | Deck Cost: 21
Code: 15025844

Description: Samurai from the Far Far East.

111 DOMA THE ANGEL OF DOOM

Level: 5 | Attack: 1600
Element: Shadow | Defense: 1400
Type: Fairy | Deck Cost: 20
Code: 16972957

Description: Fairy that deals out doom. (Not unlike Richard Simmons.)

112 LIFE EATER

Level: 4 | Attack: 1200
Element: Shadow | Defense: 1000
Type: Fiend | Deck Cost: 22
Code: 52367652

Description: Fiend that feeds on living souls.

113 DARK GRAY

Level: 4 | Attack: 1200
Element: Shadow | Defense: 1000
Type: Fiend | Deck Cost: 22
Code: 52367652

Description: A gray beast that is nearly extinct.

114 WHITE MAGICAL HAT

Level: 3 | Attack: 1000
Element: Light | Defense: 700
Type: Magician | Deck Cost: 17
Code: 15025844

Description: A thief of the highest order.

115 KAMIONWIZARD

Level: 4 | Attack: 1300
Element: Shadow | Defense: 1100
Type: Magician | Deck Cost: 24
Code: 41544074

Description: Magic-user that manipulates chaos.

116 NIGHTMARE SCORPION

Level: 3 | Attack: 900
Element: Earth | Defense: 800
Type: Insect | Deck Cost: 17
Code: 88643173

Description: A nightmare with four poison tails.

117 SPIRIT OF THE BOOK

Level: 4 | Attack: 1400
Element: Wind | Defense: 1200
Type: Wingbeast | Deck Cost: 26
Code: 14037717

Description: Special effect: Summons Buku to open field areas.

118 SUPPORTER IN THE SOUTH

Level: 3 | Attack: 1000
Element: Forest | Defense: 1000
Type: Warrior | Deck Cost: 20
Code: 41422426

Description: Helpful little elves. (Kinda like *GameNOW* art directors...)

119 TRIAL OF NIGHTMARE

Level: 4 | Attack: 1300
Element: Fiend | Defense: 900
Type: Fiend | Deck Cost: 22
Code: 77827521

Description: A lethal coffin for the living.

120 DREAM CLOWN

Level: 3 | Attack: 1200
Element: Dreams | Defense: 900
Type: Warrior | Deck Cost: 21
Code: 15025844

Description: Dances to the tune of demise.

121 SLEEPING LION

Level: 4 | Attack: 700
Element: Forest | Defense: 1700
Type: Beast | Deck Cost: 28
Code: 40200834

Description: Beast that should never be weakened.

122 YAMATANO DRAGON SCROLL

Level: 2	Attack: 900
Element: Wind	Defense: 300
Type: Dragon	Deck Cost: 28
Code: 76704943	

Description: A dragon painting that comes to life.

123 DARK PLANT

Level: 1	Attack: 300
Element: Fiend	Defense: 400
Type: Plant	Deck Cost: 7
Code: 13193642	

Description: Mutant flower raised in darkness.

124 ANCIENT TOOL

Level: 5	Attack: 1700
Element: Fiend	Defense: 1400
Type: Magician	Deck Cost: 21
Code: 49587396	

Description: Doom device from a lost civilization.

125 FAITH BIRD

Level: 4	Attack: 1500
Element: Light	Defense: 1100
Type: WngBeast	Deck Cost: 26
Code: 75582395	

Description: Long-tailed bird bathed in light.

126 ORION THE BATTLE KING

Level: 5	Attack: 1800
Element: Light	Defense: 1500
Type: Fairy	Deck Cost: 23
Code: 15025844	

Description: None have survived this fairy's wrath.

127 ANSATSU

Level: 5	Attack: 1700
Element: Shadow	Defense: 1200
Type: Warrior	Deck Cost: 19
Code: 48365709	

Description: Silent and lethal—the ideal assassin.

128 LAMOON

Level: 5	Attack: 1200
Element: Light	Defense: 1700
Type: Magician	Deck Cost: 19
Code: 75850803	

Description: A very bewitching lunar sorceress.

129 NEMURIKO

Level: 3	Attack: 800
Element: Shadow	Defense: 700
Type: Magician	Deck Cost: 15
Code: 90963488	

Description: Special effect: Puts all monsters in play to sleep.

130 WEATHER CONTROL

Level: 2	Attack: 600
Element: Light	Defense: 400
Type: Fairy	Deck Cost: 10
Code: 37243151	

Description: Has full control over the weather.

131 OCTOBERSER

Level: 5	Attack: 1600
Element: Aqua	Defense: 1400
Type: Aqua	Deck Cost: 20
Code: 74637266	

Description: A strange creature attacks with a spear.

132 THE 13TH GRAVE

Level: 3	Attack: 1200
Element: Fiend	Defense: 900
Type: Zombie	Deck Cost: 21
Code: 00032864	

Description: Zombie from the empty 13th grave.

133 CHARUBIN THE FIRE

Level: 3	Attack: 1100
Element: Pyro	Defense: 800
Type: Pyro	Deck Cost: 19
Code: 37421579	

Description: Knight in fireproof armor.

134 MYSTICAL CAPTURE CHAINS

Level: 2	Attack: 700
Element: Light	Defense: 700
Type: Fairy	Deck Cost: 14
Code: 63515678	

Description: Mystic chain said to freeze movement.

135 FIEND'S HAND

Level: 2	Attack: 600
Element: Fiend	Defense: 600
Type: Zombie	Deck Cost: 12
Code: 52800428	

Description: Special effect: If defeated, it dies with an enemy.

136 WITTY PHANTOM

Level: 4	Attack: 1400
Element: Shadow	Defense: 1300
Type: Fiend	Deck Cost: 27
Code: 36304921	

Description: Stalks the dark in a suit.

137 MYSTERY HAND

Level: 2	Attack: 500
Element: Fiend	Defense: 500
Type: Fiend	Deck Cost: 10
Code: 62793020	

Description: Weird hand reaches between dimensions.

138 DRAGON STATUE

Level: 3	Attack: 1100
Element: Earth	Defense: 900
Type: Warrior	Deck Cost: 20
Code: 09197735	

Description: Stone warrior with a dragon's heart.

139 B.EYE SILV. ZOMBIE

Level: 3	Attack: 900
Element: Fiend	Defense: 800
Type: Zombie	Deck Cost: 16
Code: 15025844	

Description: It's rumored to change enemies into zombies.

140 TOAD MASTER

Level: 3	Attack: 1000
Element: Aqua	Defense: 1000
Type: Aqua	Deck Cost: 20
Code: 62671448	

Description: Special effect: Summons Frog the Jam in open areas.

141 SPIKED SNAIL

Level: 3	Attack: 700
Element: Fiend	Defense: 1300
Type: Insect	Deck Cost: 20
Code: 98075147	

Description: A weird snail with arms and legs.

142 FLAME MANIPULATOR

Level: 3	Attack: 900
Element: Pyro	Defense: 1000
Type: Magician	Deck Cost: 19
Code: 34460851	

Description: Generates fire for attack or defense.

143 CHRONOLORD

Level: 3	Attack: 900
Element: Pyro	Defense: 1000
Type: Magician	Deck Cost: 19
Code: 34460851	

Description: First time guardian uses a travel ring.

144 WIND DJINN

Level: 3	Attack: 700
Element: Wind	Defense: 900
Type: Magician	Deck Cost: 16
Code: 15025844	

Description: Matter of the wind and tornado.

145 PHANTOM THIEF

Level: 2	Attack: 700
Element: Dreams	Defense: 700
Type: Magician	Deck Cost: 14
Code: 24348204	

Description: A mysterious gentleman thief.

146 TEMPLE OF SKULLS

Level: 4	Attack: 900
Element: Shadow	Defense: 1300
Type: Fiend	Deck Cost: 22
Code: 00732302	

Description: A temple of skulls and bones. (Does not belong to Jeffrey Dahmer.)

147 MONSTER EGG

Level: 3	Attack: 600
Element: Earth	Defense: 900
Type: Warrior	Deck Cost: 15
Code: 36121917	

Description: An egg that houses a strange warrior.

148 SINISTER SHADOW

Level: 3	Attack: 800
Element: Shadow	Defense: 700
Type: Fiend	Deck Cost: 15
Code: 63125616	

Description: Shadow in the dark that paralyzes enemies.

149 LORD OF THE LAMP

Level: 4	Attack: 1400
Element: Shadow	Defense: 1200
Type: Fiend	Deck Cost: 26
Code: 99510761	

Description: Genie of the lamp is here to serve.

150 AKIHIROM

Level: 5	Attack: 1700
Element: Aqua	Defense: 1400
Type: Aqua	Deck Cost: 21
Code: 36904469	

Description: A strange denizen of the deep.

151 RHAIMUNDOS OF THE DEEP

Level: 4	Attack: 1200
Element: Aqua	Defense: 1300
Type: Warrior	Deck Cost: 25
Code: 62403074	

Description: Warrior armed with a paralyzing sword.

152 THE MELTING RED SHADOW

Level: 2	Attack: 500
Element: Fiend	Defense: 700
Type: Aqua	Deck Cost: 12
Code: 98898173	

Description: Melts to a puddle and attacks enemy.

153 DOKUROIZO THE GRIM

Level: 3	Attack: 900
Element: Fiend	Defense: 1200
Type: Zombie	Deck Cost: 21
Code: 25882881	

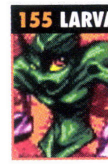
Description: Fiendish soul stealer. (Sort of like our first summer job.)

154 FIRE REAPER

Level: 2	Attack: 700
Element: Pyro	Defense: 500
Type: Zombie	Deck Cost: 12
Code: 53581214	

Description: Special effect: Reduces opponent's Life Pts by 50.

155 LARVAS



Level: 3	Attack: 800
Element: Forest	Defense: 1000
Type: Beast	Deck Cost: 18
Code: 94675535	

Description: Swift winged beast with lethal arms.

156 HARD ARMOR

Level: 3	Attack: 300
Element: Earth	Defense: 1200
Type: Warrior	Deck Cost: 15
Code: 20060230	

Description: Soul-guided armor of solid steel.

157 FIREGRASS

Level: 2	Attack: 700
Element: Pyro	Defense: 600
Type: Plant	Deck Cost: 13
Code: 93553943	

Description: Fire-spitting volcanic plant.

158 MAN EATER

Level: 2	Attack: 800
Element: Forest	Defense: 600
Type: Plant	Deck Cost: 14
Code: 93553943	

Description: Man-eating plant with posion vines.

159 DIG BEAK

Level: 2	Attack: 500
Element: Forest	Defense: 800
Type: Beast	Deck Cost: 13
Code: 29948642	

Description: Long-necked beast with a sharp beak.

160 M-WARRIOR #1

Level: 3	Attack: 1000
Element: Earth	Defense: 500
Type: Warrior	Deck Cost: 15
Code: 56342351	

Description: Special effect: Power-up all your played M-warrior#2.

161 M-WARRIOR#2

Level: 3	Attack: 500
Element: Earth	Defense: 2000
Type: Warrior	Deck Cost: 15
Code: 92731455	

Description: Special effect: Power-up all your played M-warrior#1.

162 TAINTED WISDOM

Level: 3	Attack: 1250
Element: Fiend	Defense: 800
Type: Fiend	Deck Cost: 20
Code: 28725004	

Description: Vile brain with parasite tentacles.

163 LISARK

Level: 4	Attack: 1300
Element: Wind	Defense: 1300
Type: Beast	Deck Cost: 26
Code: 55210709	

Description: Beast with eyes of sapphire.

164 LORD OF ZEMIA

Level: 4	Attack: 800
Element: Shadow	Defense: 2000
Type: Fiend	Deck Cost: 23
Code: 81618817	

Description: A deceitful and destructive spirit.

165 THE JUDGEMENT HAND

Level: 3	Attack: 1400
Element: Light	Defense: 700
Type: Warrior	Deck Cost: 21
Code: 28003512	

Description: The lethal hand of final judgment.

166 MYSTERIOUS PUPPETER

Level: 4	Attack: 1000
Element: Earth	Defense: 1500
Type: Warrior	Deck Cost: 25
Code: 54098121	

Description: Handles and controls enemies.

167 ANCIENT JAR

Level: 1	Attack: 400
Element: Earth	Defense: 200
Type: Rock	Deck Cost: 6
Code: 81492226	

Description: Fragile vase with something inside.

168 DARKFIRE DRAGON

Level: 4	Attack: 1500
Element: Pyro	Defense: 1250
Type: Dragon	Deck Cost: 27
Code: 17881964	

Description: Beware the flames of wickedness.

169 DARK KING OF THE ABYSS

Level: 3	Attack: 1200
Element: Shadow	Defense: 800
Type: Fiend	Deck Cost: 20
Code: 53375573	

Description: The once-powerful king of the Abyss.

170 SPIRIT OF THE HARP

Level: 4	Attack: 800
Element: Light	Defense: 2000
Type: Fairy	Deck Cost: 28
Code: 80770678	

Description: Spirit of harmony with mystic harp.

171 BIG EYE

Level: 4	Attack: 1200
Element: Dreams	Defense: 1000
Type: Fiend	Deck Cost: 22
Code: 16768387	

Description: Creature with mesmerizing eyes.

172 ARMAILL

Level: 3	Attack: 700
Element: Pyro	Defense: 1300
Type: Warrior	Deck Cost: 20
Code: 53153481	

Description: Armed with bladed tail and two swords.

173 DARK PRISONER

Level: 3	Attack: 600
Element: Shadow	Defense: 1000
Type: Fiend	Deck Cost: 16
Code: 89558090	

Description: Master of light and stealth.

174 HURRICAIL

Level: 2	Attack: 900
Element: Wind	Defense: 200
Type: Magician	Deck Cost: 11
Code: 15042735	

Description: Wild tornado with blades of wind.

175 ANCIENT BRAIN

Level: 3	Attack: 1000
Element: Shadow	Defense: 700
Type: Fiend	Deck Cost: 17
Code: 42431843	

Description: Dark master fallen from grace.

176 FIRE EYE

Level: 2	Attack: 800
Element: Pyro	Defense: 600
Type: Pyro	Deck Cost: 14
Code: 88435542	

Description: Firey eye with wings of heat.

177 MONSTURLTE

Level :3	Attack: 800
Element: Aqua	Defense: 1000
Type: Aqua	Deck Cost: 18
Code: 15820147	

Description: Vicious tortoise with spiked shell.

178 CLAW REACHER

Level: 3	Attack: 1000
Element: Shadow	Defense: 800
Type: Fiend	Deck Cost: 18
Code: 41218256	

Description: Long-armed monster with razor claws.

179 PHANTOM DEWAN

Level: 2	Attack: 700
Element: Shadow	Defense: 600
Type: Magician	Deck Cost: 13
Code: 77603950	

Description: Wizard with spell to stop movement.

180 ARLOWNAY

Level: 3	Attack: 800
Element: Forest	Defense: 1000
Type: Plant	Deck Cost: 18
Code: 15025844	

Description: Flower girl blows poison pollen.

181 DARK SHADE

Level: 3	Attack: 1000
Element: Wind	Defense: 1000
Type: Fiend	Deck Cost: 20
Code: 40196604	

Description: A crystal with intense light.

182 MASKED CLOWN

Level: 2	Attack: 500
Element: Shadow	Defense: 700
Type: Warrior	Deck Cost: 12
Code: 77581312	

Description: Warrior dances the rhythm of doom.

183 LUCKY TRINKET

Level: 2	Attack: 600
Element: Light	Defense: 800
Type: Magician	Deck Cost: 14
Code: 03985011	

Description: Slender but strong DEF.

184 GENIN

Level: 3	Attack: 600
Element: Dreams	Defense: 900
Type: Magician	Deck Cost: 15
Code: 49370026	

Description: Dangerous sleight of hand attacks.

185 EYEARMOR

Level: 2	Attack: 600
Element: Earth	Defense: 500
Type: Warrior	Deck Cost: 11
Code: 64511793	

Description: Transforms into other creatures.

186 FIEND REFELECTION #2

Level: 4	Attack: 1100
Element: Dreams	Defense: 1400
Type: Wngbeast	Deck Cost: 25
Code: 02863439	

Description: Has a mirror for summoning others.

187 GATE DEEG

Level: 3	Attack: 700
Element: Fiend	Defense: 800
Type: Beast	Deck Cost: 15
Code: 49258578	

Description: Able to summon other monsters.

188 SYNCHAR

Level: 3	Attack: 800
Element: Forest	Defense: 900
Type: Beast	Deck Cost: 17
Code: 75646173	

Description: Blasts laser shots from its mouth.

189 FUSIONIST

Level: 3	Attack: 900
Element: Forest	Defense: 700
Type: Breast	Deck Cost: 16
Code: 01641882	

Description: Weird feline with wings and long tail.

190 AKAKIEISU

Level: 3	Attack: 1000
Element: Shadow	Defense: 800
Type: Magician	Deck Cost: 18
Code: 38035986	

Description: Sorcerer chants a spell of doom.

191 LALA LI-OON

Level: 2	Attack: 600
Element: Thunder	Defense: 600
Type: Thunder	Deck Cost: 12
Code: 09430387	

Description: Spider-like cloud of demise.

192 KEY MACE

Level: 1	Attack: 400
Element: Light	Defense: 300
Type: Fairy	Deck Cost: 7
Code: 01929294	

Description: A small and adorable fairy.

193 TURTLE TIGER

Level: 4	Attack: 1000
Element: Aqua	Defense: 1500
Type: Aqua	Deck Cost: 25
Code: 15025844	

Description: Tiger in a strong tortoise shell.

194 TERRA THE TERRIBLE

Level: 4	Attack: 1200
Element: Fiend	Defense: 1300
Type: Fiend	Deck Cost: 25
Code: 63308047	

Description: Not as strong as the creature looks.

195 DORON

Level: 2	Attack: 900
Element: Aqua	Defense: 500
Type: Warrior	Deck Cost: 14
Code: 00756652	

Description: Special effect: Multiplies in own open play areas.

196 ARMA KNIGHT

Level: 4	Attack: 1000
Element: Aqua	Defense: 1200
Type: Aqua	Deck Cost: 22
Code: 36151751	

Description: Ancient warrior of the seas.

197 MECH MOLE ZOMBIE

Level: 2	Attack: 500
Element: Fiend	Defense: 400
Type: Zombie	Deck Cost: 9
Code: 63545455	

Description: Zombie that fires arms like missles.

198 HAPPY LOVER

Level: 2	Attack: 800
Element: Light	Defense: 500
Type: Fairy	Deck Cost: 13
Code: 99030164	

Description: Tiny fairy that fires happy beams.

199 PENGUIN KNIGHT

Level: 3	Attack: 900
Element: Earth	Defense: 800
Type: Aqua	Deck Cost: 17
Code: 15025844	

Description: Slides on belly; stings with sword.

200 PETIT DRAGON

Level: 2	Attack: 600
Element: Wind	Defense: 700
Type: Dragon	Deck Cost: 13
Code: 75356564	

Description: Very small dragon with big wingspan.

201 FRENZIED PANDA

Level: 4	Attack: 1200
Element: Forest	Defense: 1000
Type: Beast	Deck Cost: 22
Code: 98818516	

Description: Giant bear that wields a big bamboo stick.

202 AIR MARMOT OF NEFARIOUS

Level: 2	Attack: 400
Element: Fiend	Defense: 600
Type: Beast	Deck Cost: 10
Code: 75889523	

Description: A dark flying marmot.

203 PHANTOM GHOST

Level: 2	Attack: 600
Element: Fiend	Defense: 800
Type: Zombie	Deck Cost: 14
Code: 61201220	

Description: Vile spirits team as one.

204 MABARREL

Level: 5	Attack: 1700
Element: Fiend	Defense: 1400
Type: Fiend	Deck Cost: 21
Code: 98795934	

Description: Fires eyeballs like cannonballs.

205 DOROVER

Level: 3	Attack: 900
Element: Aqua	Defense: 800
Type: Aqua	Deck Cost: 17
Code: 24194033	

Description: Slimy muck attacks with poison gas.

206 TWIN LONG RODS #1

Level: 3	Attack: 900
Element: Fiend	Defense: 700
Type: Aqua	Deck Cost: 16
Code: 60589682	

Description: Uses long arms like bullwhips.

207 DROLL BIRD

Level: 2	Attack: 600
Element: Wind	Defense: 500
Type: Wingbeast	Deck Cost: 11
Code: 97973387	

Description: Big beak strikes fear into enemies.

208 PETIT ANGEL

Level: 3	Attack: 600
Element: Light	Defense: 900
Type: Fairy	Deck Cost: 15
Code: 38142739	

Description: Very small fairy that's hard to hit.

209 WINGED CLEAVER

Level: 2	Attack: 700
Element: Forest	Defense: 700
Type: Insect	Deck Cost: 14
Code: 39175982	

Description: Uses scythe-like arms for attacks.

210 HINOTAMA SOUL

Level: 2	Attack: 600
Element: Pyro	Defense: 500
Type: Pyro	Deck Cost: 11
Code: 96851799	

Description: Rams enemy with its body of fire.

211 KAMINARIKOZOU

Level: 2	Attack: 700
Element: Thunder	Defense: 600
Type: Thunder	Deck Cost: 13
Code: 15510988	

Description: Stores lightning like a battery.

212 MEOTOKO

Level: 2	Attack: 700
Element: Fiend	Defense: 600
Type: Beast	Deck Cost: 13
Code: 53832650	

Description: Fires intense beam from its one eye.

213 AQUA MADOOR

Level: 4	Attack: 1200
Element: Aqua	Defense: 2000
Type: Magician	Deck Cost: 32
Code: 85639257	

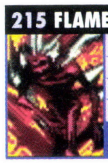
Description: Aqua wizard that summons huge waves.

214 B. FLAME KAGEMUSHA

Level: 2	Attack: 800
Element: Pyro	Defense: 400
Type: Warrior	Deck Cost: 12
Code: 15401633	

Description: Warrior of the B. Flame.

215 FLAME GHOST



Level: 3	Attack: 1000
Element: Pyro	Defense: 800
Type: Zombie	Deck Cost: 18
Code: 58528964	

Description: Attacks with a wall of flames.

216 DRYAD

Level: 4	Attack: 1200
Element: Forest	Defense: 1400
Type: Magician	Deck Cost: 26
Code: 84916669	

Description: Forest spirit powered by nature.

217 B. SKULL DRAGON

Level: 8	Attack: 3200
Element: Fiend	Defense: 2500
Type: Dragon	Deck Cost: 37
Code: 11901678	

Description: Fiend and Dragon form a rare beast.

218 TWO-MOUTH DARKRULER

Level: 3	Attack: 900
Element: Fiend	Defense: 700
Type: Dinosaur	Deck Cost: 16
Code: 57305373	

Description: Dinosaur with two mouths.

219 SOLITUDE

Level: 3	Attack: 1050
Element: Fiend	Defense: 1000
Type: Beastwar	Deck Cost: 20
Code: 84794011	

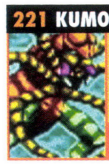
Description: Beast warrior with huge battle scythe.

220 MASKED SORCERER

Level: 4	Attack: 900
Element: Shadow	Defense: 1400
Type: Magician	Deck Cost: 23
Code: 10189126	

Description: Mysterious masked sorcerer.

221 KUMOOTOKO



Level: 3	Attack: 700
Element: Forest	Defense: 1400
Type: Insect	Deck Cost: 21
Code: 56283725	

Description: Intelligent giant spider.

222 MIDNIGHT FIEND

Level: 2	Attack: 800
Element: Fiend	Defense: 600
Type: Fiend	Deck Cost: 14
Code: 83678433	

Description: Beast bird that appears at night.

223 REARING OCEAN SNAKE

Level: 6	Attack: 2100
Element: Aqua	Defense: 1800
Type: Aqua	Deck Cost: 29
Code: 15025844	

Description: Sea snake with tidal wave attacks.

224 TRAP MASTER

Level: 3	Attack: 500
Element: Shadow	Defense: 1100
Type: Warrior	Deck Cost: 16
Code: 46461247	

Description: Special effect: Creates acid-holes to trap enemies.

225 FIEND SWORD

Level: 4	Attack: 1400
Element: Fiend	Defense: 800
Type: Warrior	Deck Cost: 22
Code: 22855882	

Description: Fiendish sword that packs power.

226 SKULL STALKER

Level: 3	Attack: 900
Element: Fiend	Defense: 800
Type: Warrior	Deck Cost: 17
Code: 54844990	

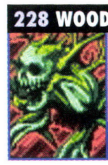
Description: Scorpion warrior with lethal sting.

227 HITODENCHAK

Level: 2	Attack: 600
Element: Aqua	Defense: 700
Type: Aqua	Deck Cost: 13
Code: 46718686	

Description: Vicious starfish from polluted sea.

228 WOOD REMAINS



Level: 3	Attack: 1000
Element: Forest	Defense: 900
Type: Zombie	Deck Cost: 19
Code: 17733394	

Description: A fiendish, zombie tree.

229 HOURGLASS OF LILE

Level: 2	Attack: 700
Element: Light	Defense: 600
Type: Fairy	Deck Cost: 13
Code: 08783685	

Description: Special effect: Power-up monster. Cost : 1000 Life Pts.

230 RARE FISH

Level: 4	Attack: 1500
Element: Aqua	Defense: 1200
Type: Fish	Deck Cost: 27
Code: 80516007	

Description: Vicious fish with a beast's head.

231 WOOD CLOWN

Level: 3	Attack: 800
Element: Shadow	Defense: 1200
Type: Fiend	Deck Cost: 20
Code: 17511156	

Description: A fiend with an unpleasant smile.

232 MADJINN GUNN

Level: 2	Attack: 600
Element: Fiend	Defense: 800
Type: Fiend	Deck Cost: 14
Code: 43905751	

Description: Living weapon with machine gun mouth.

233 DARK TITAN OF TERROR

Level: 4	Attack: 1300
Element: Shadow	Defense: 1100
Type: Fiend	Deck Cost: 24
Code: 89494469	

Description: Titan that attacks through dreams.

234 BEAUTIFUL HEADHUNTRESS

Level: 4	Attack: 1600
Element: Shadow	Defense: 800
Type: Warrior	Deck Cost: 24
Code: 16899564	

Description: Executioner of exceptional beauty.

235 WODAN THE RESIDENT

Level: 3	Attack: 900
Element: Forest	Defense: 1200
Type: Warrior	Deck Cost: 21
Code: 42883273	

Description: Special effect: Boosts power of own plant monsters.

236 GUARDIAN OF THE LABYRINTH

Level: 4	Attack: 1000
Element: Shadow	Defense: 1200
Type: Warrior	Deck Cost: 22
Code: 89272878	

Description: Warrior guarding the unknown gate.

237 HAWINA

Level: 2	Attack: 500
Element: Earth	Defense: 500
Type: Rock	Deck Cost: 10
Code: 84285623	

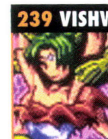
Description: Primitive doll for guarding treasure.

238 YASHINOKI

Level: 2	Attack: 800
Element: Forest	Defense: 600
Type: Plant	Deck Cost: 14
Code: 41061625	

Description: Mutated coconut tree.

239 VISHWAR RANDI



Level: 3	Attack: 900
Element: Shadow	Defense: 700
Type: Warrior	Deck Cost: 16
Code: 78556320	

Description: Amazon warrior and dark servant.

240 THE DRDEK

Level: 3	Attack: 800
Element: Fiend	Defense: 2000
Type: Fiend	Deck Cost: 15
Code: 08944575	

Description: Eyeball with an attacking claw.

241 DARK ASSAILANT

Level: 4	Attack: 1200
Element: Fiend	Defense: 1200
Type: Zombie	Deck Cost: 24
Code: 4194033	

Description: Assassin wielding a psych-sword.

242 CANDLE OF DESTINY

Level: 2 | Attack: 600
Element: Pyro | Defense: 600
Type: Fiend | Deck Cost: 12
Code: 47695416

Description: Fingertip flame delivers doom.

243 WATER ELEMENT

Level: 3 | Attack: 900
Element: Aqua | Defense: 700
Type: Aqua | Deck Cost: 16
Code: 03732747

Description: Spirit of water uses blinding fog.

244 DISSOLVEROCK

Level: 3 | Attack: 900
Element: Pyro | Defense: 1000
Type: Rock | Deck Cost: 19
Code: 40826495

Description: Volcano-spawned monster.

245 MEDA BAT

Level: 2 | Attack: 800
Element: Fiend | Defense: 400
Type: Fiend | Deck Cost: 12
Code: 76211194

Description: Vile eye attacks with dark bombs.

246 ONE WHO HUNTS SOULS

Level: 4 | Attack: 1100
Element: Fiend | Defense: 1000
Type: Beastwar | Deck Cost: 21
Code: 03606209

Description: Steals the soul of sword-swingers.

247 ROOT WATER

Level: 3 | Attack: 900
Element: Aqua | Defense: 800
Type: Fish | Deck Cost: 17
Code: 39004808

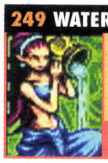
Description: Amphibian attacks with tidal waves.

248 MASTER & EXPERT

Level: 4 | Attack: 1200
Element: Forest | Defense: 1000
Type: Beast | Deck Cost: 22
Code: 75499502

Description: Beast master and loyal pet.

249 WATER OMOTICS



Level: 4 | Attack: 1400
Element: Aqua | Defense: 1200
Type: Aqua | Deck Cost: 26
Code: 02483611

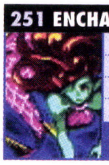
Description: Aqua dragon flows from the vase.

250 HYO

Level: 3 | Attack: 800
Element: Aqua | Defense: 1200
Type: Warrior | Deck Cost: 20
Code: 38982356

Description: Ice warrior with a freezing touch.

251 ENCHANTING MERMAID



Level: 3 | Attack: 1200
Element: Aqua | Defense: 900
Type: Fish | Deck Cost: 21
Code: 75376965

Description: Mermaid promises a watery doom.

252 NEKOGAL #1

Level: 3 | Attack: 1100
Element: Forest | Defense: 900
Type: Beast | Deck Cost: 20
Code: 01761063

Description: Cat-girl with a lethal scratch.

253 ANGELWITCH

Level: 3 | Attack: 800
Element: Shadow | Defense: 1000
Type: Magician | Deck Cost: 10
Code: 37160778

Description: A witch that was formerly a fairy.

254 EMBRYONIC BEAST

Level: 2 | Attack: 500
Element: Fiend | Defense: 700
Type: Fiend | Deck Cost: 12
Code: 64154377

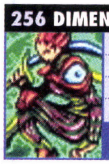
Description: Beast that feeds with its stomach.

255 PREVENT RAT

Level: 4 | Attack: 500
Element: Forest | Defense: 2000
Type: Beast | Deck Cost: 25
Code: 00549481

Description: Thick fur acts as protecting armor.

256 DIMENSIONAL KNIGHT



Level: 4 | Attack: 1200
Element: Dreams | Defense: 1000
Type: Warrior | Deck Cost: 22
Code: 37043180

Description: Traps enemies in other dimensions.

257 STONE ARMADILLER

Level: 3 | Attack: 800
Element: Earth | Defense: 1200
Type: Rock | Deck Cost: 20
Code: 63432835

Description: Body covered in rock-hard hair.

258 BEASTKING OF THE SWAMP

Level: 4 | Attack: 1000
Element: Earth | Defense: 1100
Type: Aqua | Deck Cost: 21
Code: 99426834

Description: Special effect: Drags all monsters into quicksand.

259 ANCIENT SORCERER

Level: 4 | Attack: 1000
Element: Shadow | Defense: 1300
Type: Magician | Deck Cost: 23
Code: 36821538

Description: Armed with various magic wands.

260 LUNAR QUEEN ELZAIM

Level: 3 | Attack: 750
Element: Light | Defense: 1100
Type: Fairy | Deck Cost: 18
Code: 62210247

Description: Uses lunar curtain to block attacks.

261 WICKED MIRROR

Level: 2 | Attack: 700
Element: Dreams | Defense: 600
Type: Fiend | Deck Cost: 13
Code: 15150371

Description: Mesmerizing mirror wards off attacks.

262 LITTLE SWORDSMAN

Level: 3 | Attack: 800
Element: Aqua | Defense: 1300
Type: Warrior | Deck Cost: 21
Code: 25109950

Description: Small warrior on a battle lizard.

263 ROCK OGRE GROTTO #2

Level: 3 | Attack: 700
Element: Earth | Defense: 1400
Type: Rock | Deck Cost: 21
Code: 62193699

Description: Rock golem turns enemies to stone.

264 WING EGG

Level: 3 | Attack: 500
Element: Light | Defense: 1300
Type: Fairy | Deck Cost: 18
Code: 98582704

Description: Elf in an egg. Wings block attack.

265 SEA KING OF FURY

Level: 3 | Attack: 800
Element: Aqua | Defense: 700
Type: Aqua | Deck Cost: 15
Code: 18710707

Description: Sea ruler and master of tidal waves.

266 PRINCESS OF TSURUG

Level: 3 | Attack: 900
Element: Wind | Defense: 700
Type: Warrior | Deck Cost: 16
Code: 51371017

Description: A princess and master of swords.

267 UNKNOWN WARRIOR OF FIEND

Level: 3 | Attack: 1000
Element: Shadow | Defense: 500
Type: Warrior | Deck Cost: 15
Code: 97360116

Description: His speed creates a cutting vacuum.

268 SECTARIAN OF SECRETS

Level: 2 | Attack: 700
Element: Shadow | Defense: 500
Type: Magician | Deck Cost: 12
Code: 15507080

Description: Mystic hand drags enemies into dark.

269 VERSAGO THE DESTROYER

Level: 3 | Attack: 1100
Element: Shadow | Defense: 900
Type: Fiend | Deck Cost: 20
Code: 50259460

Description: The dark lord of destruction.

270 WETHA

Level: 3 | Attack: 1000
Element: Aqua | Defense: 900
Type: Aqua | Deck Cost: 19
Code: 96643568

Description: The spirit of rain controls typhoons.

271 MEGIRUS LIGHT

Level: 3 | Attack: 900
Element: Shadow | Defense: 600
Type: Light | Deck Cost: 15
Code: 23032273

Description: Vile light shines in this weird eye.

272 MAVELUS

Level: 4 | Attack: 1300
Element: Pyro | Defense: 900
Type: Wingbeast | Deck Cost: 22
Code: 59036972

Description: Flame-breathing fire bird.

273 ANCIENT TREE OF ENLIGHTENMENT

Level: 3 | Attack: 600
Element: Forest | Defense: 1500
Type: Plant | Deck Cost: 21
Code: 86421986

Description: Believes wisdom is the best defense.

274 GREEN PHANTOM KING

Level: 3 | Attack: 500
Element: Forest | Defense: 1600
Type: Plant | Deck Cost: 21
Code: 22910685

Description: Young ruler of the woodland.

275 TERRA BUGROTH

Level: 4 | Attack: 1500
Element: Earth | Defense: 1000
Type: Machine | Deck Cost: 25
Code: 58314394

Description: Surface battle robot.

276 RAY & TEMPERATURE

Level: 3 | Attack: 1000
Element: Wind | Defense: 1000
Type: Fairy | Deck Cost: 20
Code: 85309439

Description: Sun and wind combind to create heatwave.

277 GORGON EGG

Level: 3 | Attack: 300
Element: Fiend | Defense: 1300
Type: Fiend | Deck Cost: 16
Code: 11793047

Description: Vile egg created by a gorgon.

278 PETIT MOTH

Level: 1 | Attack: 300
Element: Forest | Defense: 200
Type: Insect | Deck Cost: 8
Code: 58192742

Description: A larva that will one day become ???

279 KING FOG

Level: 3 | Attack: 1000
Element: Shadow | Defense: 900
Type: Fiend | Deck Cost: 19
Code: 84686841

Description: Fiend hidden by fog.

280 PROTECTOR OF THE THRONE

Level: 4 | Attack: 800
Element: Earth | Defense: 1500
Type: Warrior | Deck Cost: 23
Code: 10071456

Description: Queen protects an empty throne.

281 MYSTIC CLOWN

Level: 4 | Attack: 1500
Element: Shadow | Defense: 1000
Type: Fiend | Deck Cost: 25
Code: 47060154

Description: Uncontrollable and unstoppable.

282 MYSTICAL SHEEP #2

Level: 3 | Attack: 800
Element: Dreams | Defense: 1000
Type: Beast | Deck Cost: 18
Code: 83464209

Description: Long-tailed sheep that hypnotizes.

283 HOLOGRAH

Level: 3 | Attack: 1100
Element: Light | Defense: 700
Type: Machine | Deck Cost: 18
Code: 10859908

Description: Machine distracts and then attacks.

284 TAO THE CHANTER

Level: 3 | Attack: 1200
Element: Dreams | Defense: 900
Type: Magician | Deck Cost: 21
Code: 46247516

Description: Sorcerer with a twisted power.

285 SERPENT MARUDER

Level: 2 | Attack: 700
Element: Aqua | Defense: 600
Type: Reptile | Deck Cost: 13
Code: 82742611

Description: Serpent that freezes enemies.

286 GATEKEEPER

Level: 5 | Attack: 1500
Element: Shadow | Defense: 1800
Type: Machine | Deck Cost: 23
Code: 19737320

Description: Sentry machine for guarding entrance.

287 OGRE OF THE BLACK

Level: 4 | Attack: 1200
Element: Fiend | Defense: 1400
Type: Beastwar | Deck Cost: 26
Code: 45121025

Description: Ogre possessed by dark forces.

288 DARK ARTIST

Level: 3 | Attack: 600
Element: Shadow | Defense: 1400
Type: Fiend | Deck Cost: 20
Code: 72520073

Description: Vile artist whose creations attack. (Sort of like Celine Dion.)

289 CHANGE SLIME

Level: 1 | Attack: 400
Element: Aqua | Defense: 300
Type: Aqua | Deck Cost: 7
Code: 18914778

Description: Shape-changing slime.

290 MOON ENVOY

Level: 4 | Attack: 1100
Element: Light | Defense: 1000
Type: Warrior | Deck Cost: 21
Code: 45909477

Description: Warrior who serves the Lunar Lady.

291 FIREYAROU

Level: 4 | Attack: 1300
Element: Pyro | Defense: 1000
Type: Pyro | Deck Cost: 23
Code: 71407486

Description: Monster attacks enemies with fire.

292 PSYCHIC KAPPA

Level: 2 | Attack: 400
Element: Aqua | Defense: 1000
Type: Aqua | Deck Cost: 14
Code: 07892180

Description: Amphibious monster with many defenses.

293 MASAKI THE SWORDSMAN

Level: 4 | Attack: 1100
Element: Light | Defense: 1100
Type: Warrior | Deck Cost: 22
Code: 44287299

Description: Legendary master of the sword.

294 DRAGONESS THE WICKED

Level: 3 | Attack: 1200
Element: Wind | Defense: 900
Type: Warrior | Deck Cost: 21
Code: 70681994

Description: Swordsman equipped with dragon armor.

295 BIG PLANT

Level: 3 | Attack: 600
Element: Forest | Defense: 1300
Type: Fiend | Deck Cost: 19
Code: 07670542

Description: A mistake born in a basement lab.

296 ONE-EYED SHEILD DRAGON

Level: 3 | Attack: 700
Element: Wind | Defense: 1300
Type: Dragon | Deck Cost: 20
Code: 33064647

Description: Sheild is for both defense and attack.

297 CYBER SOLDIER OF DARKNESS

Level: 4 | Attack: 1400
Element: Fiend | Defense: 1200
Type: Machine | Deck Cost: 26
Code: 75559356

Description: Cyber soldier made by dark forces.

298 WICKED DRAGON W/LES. HEAD

Level: 3 | Attack: 900
Element: Fiend | Defense: 900
Type: Dragon | Deck Cost: 18
Code: 02957055

Description: Two-headed dragon. Double the teeth.

299 SONIC MAID

Level: 3 | Attack: 1200
Element: Light | Defense: 900
Type: Warrior | Deck Cost: 21
Code: 38942059

Description: Maiden uses sound for sonic attacks.

300 KURAMA

Level: 3 | Attack: 800
Element: Wind | Defense: 800
Type: Wingbeast | Deck Cost: 16
Code: 85705804

Description: Long-tailed bird monster.

301 LEGENDARY SWORD

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 61854111

Description: Powers-up warriors, except the shadow ones.

302 SWORD OF RUIN

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: ?????
Code: 37120512

Description: Powers-up warriors of shadow.

303 DARK ENERGY

Level: N/A | Attack: 800
Element: N/A | Defense: 2000
Type: Magic | Deck Cost: 150
Code: 04614116

Description: 500PT power up for Fiend & Shadow.

304 AXE OF DESPAIR

Level: N/A | Attack: 800
Element: N/A | Defense: 2000
Type: Magic | Deck Cost: 150
Code: 40619825

Description: Enhances Fiend and Beast Warriors.

305 LAZER CANNON ARMOR

Level: N/A | Attack: 800
Element: N/A | Defense: 2000
Type: Magic | Deck Cost: 150
Code: 77007920

Description: Arms monsters like Insects with Lazer.

306 INSECT ARMOR WITH CANNON

Level: 8 | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 03492538

Description: Arms monsters like insects with fire.

307 ELF'S LIGHT

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 39897277

Description: Light for powering-up Elves.

308 BEAST FANG

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 15025844

Description: Powers-up Beasts with sharp fangs.

309 STEEL SHELL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 02370081

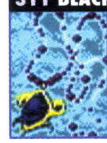
Description: Shell armor for extra power.

310 VILE GREMS

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 39774685

Description: Vile Bacteria for enhancing plants.

311 BLACK PENDANT



Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 65169794

Description: Powers-up shadow Magic-users.

312 SILVER BOW AND ARROW

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 01557499

Description: Powers-up angels and others.

313 HORN OF LIGHT

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 38552107

Description: Powers-up horned beasts, not shadow.

314 HORN OF THE UNICORN

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magician | Deck Cost: 150
Code: 64047146

Description: Powers-up shadow horned monsters.

315 DRAGON TREASURE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 01435851

Description: Powers-up any Dragon.

316 ELECTRO WHIP

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 37820550

Description: Powers-up female monsters.

317 CYBER SHIELD

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 63224564

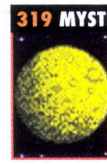
Description: Powers-up female monsters.

318 ELEGANT EGOTIST

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 90219263

Description: Triple Harpie Lady for attacks.

319 MYSTICAL MOON



Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 36607978

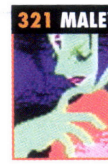
Description: Powers-up Beasts.

320 STOP DEFENSE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 63102017

Description: Lock opponent's cards on attack.

321 MALEVOLENT NUZZLER



Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 99597615

Description: Powers-up female and shadow monsters.

322 VIOLET CRYSTAL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 15052462

Description: Powers-up Zombie.

323 BOOK OF SECRET ART

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: N/A
Code: 91595718

Description: Powers-up non-fiend magic-users.

324 INVIGORATION

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 98374133

Description: Powers-up Rock and Pyro monsters.

325 MACHINE CONVERSION

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magician | Deck Cost: 150
Code: 25769732

Description: Powers-up Machine Monster.

326 RAISE BODY HEAT

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 51267887

Description: Powers-up Dinosaurs.

327 FOLLOW WIND

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 98252586

Description: Powers-up winged beasts.

328 POWER OF KAISHIN

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 77027445

Description: Powers-up Water, fish, SeaDragon.

329 DRAGON CAPTURE JAR

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 50045299

Description: Destroys all enemy dragons in play.

330 FOREST

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 20
Code: 87430998

Description: For Winged beast, Insect, Plant, Beast.

331 WASTELAND

Level: n/a | Attack: n/a
Element: n/a | Defense: n/a
Type: Magic | Deck Cost: 20
Code: 23424603

Description: For Zombie, Rock, Dinosaur.

332 MOUNTAIN

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 20
Code: 50913601

Description: For Dragon, Tinged beast, Thunder.

333 SOGEN

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 20
Code: 86318356

Description: For Beast Warriors and Warriors.

334 UMI

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 20
Code: 22702055

Description: For Aqua, thunder; not for Machine, Pyro.

335 YAMI

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 20
Code: 59197169

Description: For magic-users and dark; not for angel.

336 DARK HOLE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 53129443

Description: Sucks all monsters off the field.

337 RAIGEKI

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 255
Code: 12580477

Description: Destroys all enemy monsters in play.

338 MOOYAN CURRY

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 5
Code: 58074572

Description: Recover 200 Life points.

339 RED MEDICINE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 20
Code: 38199696

Description: Recover 500 Life points.

340 GOBLIN'S SECRET REMEDY

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 11868825

Description: Recovers 1000 Life points.

341 SOUL OF THE PURE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 200
Code: 47852924

Description: Recover 2000 Life Points.

342 DIAN KETO THE CURE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 255
Code: 84257639

Description: Recover 5000 Life Points.

343 SPARKS

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 5
Code: 76103675

Description: Damage! Opponents life points -50.

344 HINOTAMA

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 20
Code: 46130346

Description: Damage! Opponents life points -100.

345 FINAL FLAME

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 73134081

Description: Damage! Opponents life points -200.

346 OOKAZI

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 200
Code: 19523799

Description: Damage! Opponents life points -500.

347 TREMENDOUS FIRE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 255
Code: 46918794

Description: Damage! Opponents life points -1000.

348 SWORDS OF REVEAL LIGHT

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 255
Code: 72302403

Description: Opposing monsters can't move three turns.

349 SPELLBINDING CIRCLE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 100
Code: 18807108

Description: Power reduction of opposing monsters.

350 DARK-PIERCING LIGHT

Level : N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 0
Code: 45895206

Description: All monsters on field are exposed.

351 YARANZO

Level : 4 | Attack: 1300
Element: Fiend | Defense: 1500
Type: Zombie | Deck Cost: 28
Code: 71280811

Description: Leaps out of box to attacks thieves.

352 KANAN THE SWORDMISTRESS

Level: 4 | Attack: 1400
Element: Earth | Defense: 1400
Type: Warrior | Deck Cost: 28
Code: 12829151

Description: Kanan gracefully wields her sword.

353 TAKRIMINES

Level: 4 | Attack: 1500
Element: Aqua | Defense: 1200
Type: Seadragon | Deck Cost: 27
Code: 44073668

Description: Sea dragon spawned amphibian.

354 STUFFED ANIMAL

Level: 3 | Attack: 1200
Element: Fiend | Defense: 900
Type: Warrior | Deck Cost: 21
Code: 71068263

Description: Looks cute but is actually vicious.

355 MEGASONIC

Level: 5 | Attack: 1500
Element: Fiend | Defense: 1800
Type: Machine | Deck Cost: 23
Code: 07562372

Description: Killing machine from outer space.

356 SUPER WAR-LION

Level: 7 | Attack: 2300
Element: Devine | Defense: 2100
Type: Beast | Deck Cost: 255
Code: 33951077

Description: Dangerous lion with long claws.

357 YAMADRON

Level: 5 | Attack: 1600
Element: Devine | Defense: 1800
Type: Dragon | Deck Cost: 255
Code: 70345785

Description: Three fire-breathing heads.

358 SEIYARYU

Level: 7 | Attack: 2500
Element: Light | Defense: 2300
Type: Dragon | Deck Cost: 28
Code: 06740720

Description: Dragon fight with fire of right.

359 TREE-LEGGED ZOMBIE

Level: 3 | Attack: 1100
Element: Fiend | Defense: 800
Type: Zombie | Deck Cost: 19
Code: 33734439

Description: Skinny and fat pair of skeletons.

360 ZERA THE MANT

Level: 8 | Attack: 2800
Element: Devine | Defense: 2300
Type: Fiend | Deck Cost: 255
Code: 69123138

Description: Fiendish monster with lethal claws.

361 FLYING PENGUIN

Level: 4 | Attack: 1200
Element: Aqua | Defense: 1000
Type: Aqua | Deck Cost: 22
Code: 05628232

Description: Unusual penguin flies with ears.

362 MILLENNIUM SHIELD

Level: 5 | Attack: 0
Element: Devine | Defense: 3000
Type: Warrior | Deck Cost: 255
Code: 32012841

Description: Said to block any strong attack.

363 FAIRY'S GIFT

Level: 4 | Attack: 1400
Element: Forest | Defense: 1000
Type: Magician | Deck Cost: 24
Code: 68401546

Description: Special effect: Recovers 1000 Life Points with magic.

364 BLACK LUSTER SOLDIER

Level: 8 | Attack: 3000
Element: Devine | Defense: 2500
Type: Warrior | Deck Cost: 255
Code: 05405694

Description: The ultimate warrior.

365 FIEND'S MIRROR

Level: 6 | Attack: 2100
Element: Devine | Defense: 1800
Type: Fiend | Deck Cost: 255
Code: 31890399

Description: Vile mirror that consumes enemies.

366 LABYRINTH WALL

Level: 5 | Attack: 0
Element: Earth | Defense: 3000
Type: Rock | Deck Cost: 20
Code: 15025844

Description: Summon walls to create labyrinth.

367 JIRAI GUMO

Level: 4 | Attack: 2200
Element: Forest | Defense: 100
Type: Insect | Deck Cost: 23
Code: 94773007

Description: Spider hides below earth and attacks.

368 SHADOW GHOUL

Level: 5 | Attack: 1600
Element: Fiend | Defense: 1300
Type: Zombie | Deck Cost: 19
Code: 30778711

Description: Zombie roams the dark and attacks.

369 WALL SHADOW

Level: 7 | Attack: 1600
Element: Fiend | Defense: 3000
Type: Warrior | Deck Cost: 26
Code: 63162310

Description: Moves along walls and attacks.

370 LABYRINTH TANK

Level: 7 | Attack: 2400
Element: Fiend | Defense: 2400
Type: Machine | Deck Cost: 28
Code: 99551425

Description: Special effect: Own Labyrinth wall adds more power.

371 SANGA OF THE THUNDER

Level: 7 | Attack: 2600
Element: Thunder | Defense: 2200
Type: Thunder | Deck Cost: 28
Code: 25955164

Description: Monster capable of lightning attacks.

372 KAZEJIN

Level: 7 | Attack: 2400
Element: Wind | Defense: 2200
Type: Magician | Deck Cost: 26
Code: 15025844

Description: Monster capable of controlling winds.

373 SUIJIN

Level: 7 | Attack: 2500
Element: Aqua | Defense: 2400
Type: Aqua | Deck Cost: 29
Code: 98434877

Description: Monster capable of aqua attacks.

374 GATE GUARDIAN

Level: 8 | Attack: 3750
Element: Devine | Defense: 3400
Type: Warrior | Deck Cost: 255
Code: 25833572

Description: Monster from Sanga Kazejin Suijin.

375 DUNGEON WORM

Level: 5 | Attack: 1800
Element: Earth | Defense: 1500
Type: Insect | Deck Cost: 23
Code: 51228280

Description: Hides in maze and swallows enemies.

376 MONSTER TAMER

Level :5 | Attack: 1800
Element: Forest | Defense: 1600
Type: Warrior | Deck Cost: 24
Code: 97612389

Description: Special effect: Powers-up own monsters in play.

377 RYU-KISHIN POWERED

Level: 4 | Attack: 1600
Element: Fiend | Defense: 1200
Type: Fiend | Deck Cost: 28
Code: 24611934

Description: Powered by dark forces.

378 SWORDSTALKER

Level: 6 | Attack: 2000
Element: Fiend | Defense: 1600
Type: Warrior | Deck Cost: 26
Code: 50005633

Description: Monster powered by departed souls.

379 LA JINN THE MYSTIC

Level: 4 | Attack: 1800
Element: Shadow | Defense: 1000
Type: Fiend | Deck Cost: 28
Code: 97590747

Description: Spirit of the lamp serves in battle.

380 BLUE-EYED ULTIMATE DRAGON

Level: 8 | Attack: 4500
Element: Devine | Defense: 3800
Type: Dragon | Deck Cost: 255
Code: 23995346

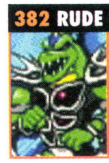
Description: Dragon formed by three B.eyes.

381 TOON ALLIGATOR

Level: 4 | Attack: 800
Element: Aqua | Defense: 1600
Type: Reptile | Deck Cost: 24
Code: 59383041

Description: Alligator monster from comix world.

382 RUDE KAISER



Level: 5 | Attack: 1800
Element: Earth | Defense: 1600
Type: Warrior | Deck Cost: 24
Code: 26378150

Description: Wields two lethal battleaxes.

383 PARROT DRAGON

Level: 5 | Attack: 2000
Element: Wind | Defense: 1300
Type: Dragon | Deck Cost: 23
Code: 62762898

Description: Cute dragon from comix world.

384 DARK RABBIT

Level: 4 | Attack: 1100
Element: Fiend | Defense: 1500
Type: Beast | Deck Cost: 26
Code: 99261403

Description: Swift rabbit from comix world.

385 BICKURIBOX

Level: 7 | Attack: 2300
Element: Fiend | Defense: 2000
Type: Fiend | Deck Cost: 23
Code: 25655502

Description: Pops out of the box and attacks.

386 HARPIE'S PET DRAGON

Level: 7 | Attack: 2000
Element: Wind | Defense: 2500
Type: Dragon | Deck Cost: 25
Code: 52040216

Description: Harpie's dragon can't be tamed.

387 MYSTIC LAMP

Level: 1 | Attack: 400
Element: Shadow | Defense: 300
Type: Magician | Deck Cost: 7
Code: 98049915

Description: Special effect: Attacks opponent's Life Pts directly.

388 PENDULUM MACHINE

Level: 6 | Attack: 1750
Element: Shadow | Defense: 2000
Type: Machine | Deck Cost: 27
Code: 24433920

Description: Attacks with two bladed pendulums.

389 GILTIA THE D. KNIGHT

Level: 5 | Attack: 1850
Element: Light | Defense: 1500
Type: Warrior | Deck Cost: 23
Code: 51828629

Description: Wields a soulpiercing spear.

390 LAUNCHER SPIDER

Level: 7 | Attack: 2200
Element: Puro | Defense: 2500
Type: Machine | Deck Cost: 27
Code: 87322377

Description: Mech spider with rocket launchers.

391 ZOA

Level: 7 | Attack: 2600
Element: Fiend | Defense: 1900
Type: Fiend | Deck Cost: 25
Code: 24311372

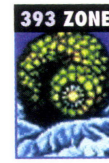
Description: Most dangerous in its metal state.

392 METALZOA

Level: 8 | Attack: 3000
Element: Fiend | Defense: 2300
Type: Machine | Deck Cost: 33
Code: 50705071

Description: Metal version of Zoa.

393 ZONE EATER



Level: 1 | Attack: 250
Element: Aqua | Defense: 200
Type: Aqua | Deck Cost: 4
Code: 86100785

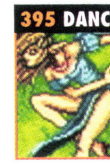
Description: Swallows enemies for slow digestion.

394 STEEL SCORPION

Level: 1 | Attack: 250
Element: Forest | Defense: 300
Type: Machine | Deck Cost: 28
Code: 13599884

Description: Slices and dices its enemies.

395 DANCING ELF



Level: 1 | Attack: 300
Element: Forest | Defense: 200
Type: Fairy | Deck Cost: 5
Code: 59983499

Description: Elf with razor sharp wings.

396 OCUBEAM

Level: 5 | Attack: 1550
Element: Wing | Defense: 1650
Type: Fairy | Deck Cost: 22
Code: 86088138

Description: Large eyes and ears see and hear all.

397 LEGHUL

Level: 1 | Attack: 300
Element: Forest | Defense: 350
Type: Insect | Deck Cost: 6
Code: 12472242

Description: Special effect: Direct attacks on opponent's Life Pts.

398 OOGUCHI

Level: 1 | Attack: 300
Element: Aqua | Defense: 250
Type: Aqua | Deck Cost: 5
Code: 58861941

Description: Spikes along back to paralyze enemies.

399 SWORDSMAN FROM A FAR

Level: 1 | Attack: 250
Element: Earth | Defense: 250
Type: Warrior | Deck Cost: 5
Code: 85255550

Description: Eastern warrior with cursed sword.

400 EMPEROR OF THE LAND

Level: 5 | Attack: 1800
Element: Aqua | Defense: 1500
Type: Reptile | Deck Cost: 23
Code: 11250655

Description: Fire-breathing monster reptile.

401 USHI ONI

Level: 6 | Attack: 2150
Element: Forest | Defense: 1950
Type: Fiend | Deck Cost: 31
Code: 48649353

Description: Ushi Oni that hide in a jar.

402 MONSTER EYE

Level: 1	Attack: 250
Element: Fiend	Defense: 350
Type: Fiend	Deck Cost: 6
Code: 84133008	

Description: Special effect: Eyes peek into an opponent's hand.

403 LEOGUN

Level: 5	Attack: 1750
Element: Earth	Defense: 1550
Type: Beast	Deck Cost: 23
Code: 10538007	

Description: Large beast with a lion's mane.

404 TATSUNOOTOSHIGO

Level: 5	Attack: 1350
Element: Aqua	Defense: 1600
Type: Beast	Deck Cost: 19
Code: 47922711	

Description: Travels underwater at high speed.

405 SABER SLASHER

Level: 5	Attack: 1450
Element: Fiend	Defense: 1500
Type: Machine	Deck Cost: 19
Code: 73911410	

Description: Sword-wielding killing machine.

406 YAIBA ROBO

Level: 4	Attack: 1000
Element: Fiend	Defense: 1300
Type: Machine	Deck Cost: 23
Code: 10315429	

Description: Machine attacks with hidden blades.

407 MACHINE KING

Level: 6	Attack: 2200
Element: Pyro	Defense: 2000
Type: Machine	Deck Cost: 32
Code: 46700124	

Description: Super alloy robot with arm blasters.

408 GIANT MECH-SOLDIER

Level: 6	Attack: 1750
Element: Fiend	Defense: 1900
Type: Machine	Deck Cost: 26
Code: 72299832	

Description: Wields a massive and powerful axe.

409 METAL DRAGON

Level: 6	Attack: 1850
Element: Pyro	Defense: 1700
Type: Machine	Deck Cost: 25
Code: 09293977	

Description: A golden fire breathing dragon.

410 MECHANICAL SPIDER

Level: 9	Attack: 400
Element: Forest	Defense: 500
Type: Machine	Deck Cost: 9
Code: 45688586	

Description: Mechanized spider monster.

411 BAT

Level: 1	Attack: 300
Element: Fiend	Defense: 500
Type: Machine	Deck Cost: 6
Code: 72076281	

Description: Mechanized bat attacks with bombs.

412 GIGA-TECH WOLF

Level: 4	Attack: 1200
Element: Forest	Defense: 1400
Type: Machine	Deck Cost: 26
Code: 08471389	

Description: Steel wolf with very sharp fangs.

413 CYBER SOLDIER

Level: 5	Attack: 1500
Element: Fiend	Defense: 1700
Type: Machine	Deck Cost: 22
Code: 44865098	

Description: Guardian of the Machine King.

414 SHOVEL CRUSHER

Level: 3	Attack: 900
Element: Earth	Defense: 1200
Type: Machine	Deck Cost: 21
Code: 71950093	

Description: Destroys anything in its path.

415 MECHANICALCHACER

Level: 4	Attack: 1850
Element: Fiend	Defense: 800
Type: Machine	Deck Cost: 26
Code: 07359741	

Description: King's servant and relentless hunter.

416 BLOCKER

Level: 4	Attack: 850
Element: Fiend	Defense: 1800
Type: Machine	Deck Cost: 26
Code: 34743446	

Description: Each part is an attacking weapon.

417 BLAST JUGGLER

Level: 3	Attack: 800
Element: Pyro	Defense: 900
Type: Machine	Deck Cost: 17
Code: 70138455	

Description: A monster built to explode.

418 GOLGOIL

Level: 4	Attack: 900
Element: Dreams	Defense: 1000
Type: Machine	Deck Cost: 25
Code: 07526150	

Description: Steel giant from another dimension.

419 GIGANTO

Level: 5	Attack: 1700
Element: Fiend	Defense: 1800
Type: Machine	Deck Cost: 25
Code: 33621868	

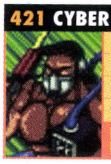
Description: Wields two large spiked balls.

420 CYBER-STEIN

Level: 2	Attack: 700
Element: Fiend	Defense: 500
Type: Machine	Deck Cost: 12
Code: 69015963	

Description: Vile machine from a basement lab.

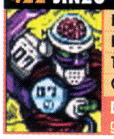
421 CYBER COMMANDER



Level: 2	Attack: 750
Element: Fiend	Defense: 700
Type: Machine	Deck Cost: 14
Code: 06400512	

Description: Uses bazooka and rocket launcher.

422 JINZO #7



Level: 2	Attack: 500
Element: Fiend	Defense: 400
Type: Machine	Deck Cost: 9
Code: 32809211	

Description: Android created in an underground lab.

423 DICE ARMADILLO

Level: 5	Attack: 1650
Element: Forest	Defense: 1800
Type: Machine	Deck Cost: 24
Code: 69893315	

Description: Armadillo creature shaped like dice.

424 SKY DRAGON

Level: 6	Attack: 1900
Element: Wind	Defense: 1800
Type: Dragon	Deck Cost: 27
Code: 95288024	

Description: Bird-like dragon with blade wings.

425 THUNDER DRAGON

Level: 5	Attack: 1600
Element: Thunder	Defense: 1500
Type: Thunder	Deck Cost: 21
Code: 31786629	

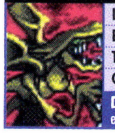
Description: Dragon capable of summoning thunder.

426 STONE D.

Level: 7	Attack: 2000
Element: Earth	Defense: 2300
Type: Rock	Deck Cost: 23
Code: 68171737	

Description: Rock dragon uses boulders to attack.

427 KAISER DRAGON



Level: 7	Attack: 2300
Element: Light	Defense: 2000
Type: Dragon	Deck Cost: 23
Code: 94566432	

Description: The all-powerful dragon emperor.

428 MAGICIAN OF FAITH

Level: 1	Attack: 300
Element: Light	Defense: 400
Type: Magician	Deck Cost: 7
Code: 31560081	

Description: Untrained novice of the mystic arts.

429 GODDESS OF WHIM

Level: 3	Attack: 950
Element: Light	Defense: 700
Type: Fairy	Deck Cost: 16
Code: 67959180	

Description: Special effect: Draws a card from deck and vanishes.

430 WATER MAGICIAN

Level: 4	Attack: 1400
Element: Aqua	Defense: 1000
Type: Aqua	Deck Cost: 24
Code: 93343894	

Description: Circles and attacks enemy with water.

431 ICE WATER

Level: 3	Attack: 1150
Element: Aqua	Defense: 900
Type: Aqua	Deck Cost: 20
Code: 20848593	

Description: Aggressive mermaid spikes enemies.

432 WATERDRAGON FAIRY

Level: 3	Attack: 1100
Element: Aqua	Defense: 700
Type: Aqua	Deck Cost: 18
Code: 66836598	

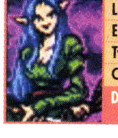
Description: Rumored to summon sea serpents.

433 ANCIENT ELF

Level: 4	Attack: 1450
Element: Light	Defense: 1200
Type: Magician	Deck Cost: 26
Code: 93221206	

Description: Sends spirits that attack enemies.

434 BEAUTIFUL BEAST TRAINER



Level: 5	Attack: 1750
Element: Forest	Defense: 1500
Type: Warrior	Deck Cost: 22
Code: 29616941	

Description: Unusual female beast master.

435 WATER GIRL

Level: 4	Attack: 1250
Element: Aqua	Defense: 1100
Type: Aqua	Deck Cost: 22
Code: 55014050	

Description: Uses ice arrows to attack enemies.

436 WHITE DOLPHIN

Level: 2	Attack: 500
Element: Aqua	Defense: 400
Type: Fish	Deck Cost: 9
Code: 92409659	

Description: Generates big waves for attacks.

437 DEEPSEA SHARK

Level: 5	Attack: 1900
Element: Aqua	Defense: 1600
Type: Fish	Deck Cost: 25
Code: 28593363	

Description: This shark will attack anything.

438 METAL FISH

Level: 5	Attack: 1600
Element: Aqua	Defense: 1900
Type: Machine	Deck Cost: 25
Code: 55998462	

Description: Attacks with sharp tailfin blade.

439 BOTTEM DWELLER

Level: 5	Attack: 1650
Element: Aqua	Defense: 1700
Type: Fish	Deck Cost: 23
Code: 81386177	

Description: The king of fishes is lethal when mad.

440 7 COLORED FISH

Level: 4	Attack: 1800
Element: Aqua	Defense: 800
Type: Fish	Deck Cost: 26
Code: 23771716	

Description: Rainbow-hued fish that's untouchable.

441 MECH BASS

Level: 5	Attack: 1800
Element: Aqua	Defense: 1500
Type: Machine	Deck Cost: 23
Code: 50176820	

Description: Packs a plasma cannon on its back.

442 AQUA DRAGON

Level: 6 | Attack: 2250
Element: Aqua | Defense: 1900
Type: Seadragon | Deck Cost: 31
Code: 86164529

Description: Fires solid jets of water.

443 SEA KING DRAGON

Level: 6 | Attack: 2000
Element: Aqua | Defense: 1700
Type: Sea Dragon | Deck Cost: 27
Code: 23659124

Description: Fires blinding bubbles at enemies.

444 TURU-PURUN

Level: 2 | Attack: 450
Element: Aqua | Defense: 500
Type: Aqua | Deck Cost: 9
Code: 59053232

Description: Wields a wicked trident.

445 SEA GUARDIAN

Level: 4 | Attack: 1300
Element: Aqua | Defense: 1000
Type: Aqua | Deck Cost: 23
Code: 85448931

Description: Merman warrior who loves the sea.

446 AQUA SNAKE

Level: 3 | Attack: 1050
Element: Aqua | Defense: 900
Type: Aqua | Deck Cost: 19
Code: 12436646

Description: Uses hypnotic orb to drown enemies.

447 GIANT RED SEASNAKE

Level: 4 | Attack: 1800
Element: Aqua | Defense: 800
Type: Aqua | Deck Cost: 26
Code: 58831685

Description: Udersea snake attacks anything.

448 SPIKE SEADRA

Level: 5 | Attack: 1600
Element: Thunder | Defense: 1300
Type: Sea Dragon | Deck Cost: 19
Code: 85326399

Description: Spikes emit heavy electric charges.

449 ANCIENT W. TURTLE

Level: 5 | Attack: 1250
Element: Aqua | Defense: 2100
Type: Aqua | Deck Cost: 23
Code: 11714098

Description: Ancient and massive tortoise.

450 KAPPA AVENGER

Level: 3 | Attack: 1200
Element: Aqua | Defense: 900
Type: Aqua | Deck Cost: 21
Code: 48109103

Description: Sinister Kappa monster.

451 KANIKABUTO

Level: 3 | Attack: 650
Element: Aqua | Defense: 900
Type: Aqua | Deck Cost: 15
Code: 84103702

Description: Crab monster with two lethal pincers.

452 ZARIGUN

Level: 2 | Attack: 600
Element: Aqua | Defense: 700
Type: Aqua | Deck Cost: 13
Code: 10598400

Description: Monster with very lethal pincers.

453 MILLENNIUM GOLEM

Level: 6 | Attack: 2000
Element: Earth | Defense: 2200
Type: Rock | Deck Cost: 32
Code: 47986555

Description: 1000 year golem treasure guard.

454 DESTROYER GOLEM

Level: 4 | Attack: 1500
Element: Earth | Defense: 1000
Type: Rock | Deck Cost: 25
Code: 73481154

Description: Big right hand for crushing enemies.

455 BARREL ROCK

Level: 4 | Attack: 1000
Element: Earth | Defense: 1300
Type: Rock | Deck Cost: 23
Code: 10476868

Description: Fires machine guns on shoulders.

456 MINOMUSHI WARRIOR

Level: 4 | Attack: 1300
Element: Earth | Defense: 1200
Type: Rock | Deck Cost: 25
Code: 46864967

Description: Swings a very heavy rock sword.

457 STONE GHOST

Level: 4 | Attack: 1200
Element: Earth | Defense: 1000
Type: Rock | Deck Cost: 22
Code: 72269672

Description: Erupts a hailstorm of boulders.

458 KAMINARI ATTACK

Level: 5 | Attack: 1900
Element: Thunder | Defense: 1400
Type: Thunder | Deck Cost: 23
Code: 09653271

Description: Punishes the vile and wicked.

459 TRIPWIRE BEAST

Level: 4 | Attack: 1200
Element: Thunder | Defense: 1300
Type: Thunder | Deck Cost: 25
Code: 45042329

Description: Electromagnetic wave attacks.

460 BOLT EXCARGOT

Level: 8 | Attack: 1400
Element: Thunder | Defense: 1500
Type: Thunder | Deck Cost: 19
Code: 12146024

Description: Spits sticky fluid to stop movement.

461 BOLT PENGUIN

Level: 3 | Attack: 1100
Element: Thunder | Defense: 800
Type: Thunder | Deck Cost: 19
Code: 48531733

Description: Attacks with two electro-whips.

462 THE IMMORTAL OF THUNDER

Level: 4 | Attack: 1500
Element: Thunder | Defense: 1300
Type: Thunder | Deck Cost: 28
Code: 84926738

Description: Attacks enemies with thunderbolts.

463 ELECTRIC SNAKE

Level: 3 | Attack: 800
Element: Thunder | Defense: 900
Type: Thunder | Deck Cost: 17
Code: 11324436

Description: Jolts enemies with electricity.

464 EING EAGLE

Level: 5 | Attack: 1800
Element: Wind | Defense: 1500
Type: Wingbeast | Deck Cost: 23
Code: 47319141

Description: Hunts enemies from the sky.

465 PUNISHED EAGLE

Level: 6 | Attack: 2100
Element: Wind | Defense: 1800
Type: Wngbeast | Deck Cost: 29
Code: 74703140

Description: Attacks with white silver claws.

466 SKULL RED BIRD

Level: 4 | Attack: 1550
Element: Wind | Defense: 1200
Type: Wingbeast | Deck Cost: 27
Code: 10202894

Description: Fires sharp knives hidden in wings.

467 CRIMSON SUNBIRD

Level: 6 | Attack: 2300
Element: Pyro | Defense: 1800
Type: Wingbeast | Deck Cost: 31
Code: 15025844

Description: Fiery monster with flaming wings.

468 QUEEN BIRD

Level: 5 | Attack: 1200
Element: Wind | Defense: 2000
Type: Wngbeast | Deck Cost: 22
Code: 73081602

Description: Strong defense and dangerous beak.

469 ARMED NINJA

Level: 1 | Attack: 300
Element: Aqua | Defense: 300
Type: Warrior | Deck Cost: 6
Code: 09076207

Description: Attacks with big scythe and spikes.

470 MAGICAL GHOST

Level: 4 | Attack: 1300
Element: Fiend | Defense: 1400
Type: Zombie | Deck Cost: 27
Code: 46474915

Description: Strikes enemy with fear and confusion.

471 SOUL HUNTER

Level: 6 | Attack: 2200
Element: Fiend | Defense: 1800
Type: Fiend | Deck Cost: 30
Code: 72869010

Description: Feeds enemies to lizard monster.

472 INHALER

Level: 6 | Attack: 2100
Element: Fiend | Defense: 1600
Type: Fiend | Deck Cost: 27
Code: 08353769

Description: Feeds on air and suffocates enemies.

473 VERMILLION SPARROW

Level: 5 | Attack: 800
Element: Pyro | Defense: 2000
Type: Pyro | Deck Cost: 24
Code: 35752363

Description: Emits extreme heat to attack enemies.

474 SEA KAMEN

Level: 4 | Attack: 1100
Element: Aqua | Defense: 1300
Type: Aqua | Deck Cost: 24
Code: 71746462

Description: Merciless monster with sharp claws.

475 SINISTER SERPENT

Level: 5 | Attack: 300
Element: Aqua | Defense: 250
Type: Reptile | Deck Cost: 5
Code: 08131171

Description: Poisonous serpent with wings.

476 SPIDER CRAB

Level: 2 | Attack: 600
Element: Forest | Defense: 800
Type: Insect | Deck Cost: 14
Code: 34536276

Description: Uses web and pincers to defeat enemies.

477 ALINSECTION

Level: 3 | Attack: 950
Element: Forest | Defense: 700
Type: Insect | Deck Cost: 16
Code: 70924884

Description: Stag beetle with saw-like blades.

478 INSECT SOLDIER OF SWARMS

Level: 3 | Attack: 1000
Element: Wind | Defense: 800
Type: Insect | Deck Cost: 18
Code: 07019529

Description: Swarm of insect soldier.

479 COCKROACH KNIGHT

Level: 3 | Attack: 800
Element: Forest | Defense: 900
Type: Insect | Deck Cost: 17
Code: 33413638

Description: Appears from most anywhere and attacks.

480 KUWAGATA

Level: 4 | Attack: 1350
Element: Forest | Defense: 1000
Type: Insect | Deck Cost: 22
Code: 60802233

Description: Stag beetle with vicious attitude.

481 BURGLAR

Level: 3 | Attack: 850
Element: Forest | Defense: 800
Type: Beast | Deck Cost: 16
Code: 06297941

Description: Atacks with claw on left hand.

482 PRAGTICAL

Level: 5 | Attack: 1900
Element: Earth | Defense: 1500
Type: Dinosaur | Deck Cost: 24
Code: 33691040

Description: Uses spiked head and tail to attack.

483 GARVAS

Level: 6 | Attack: 2000
Element: Forest | Defense: 1700
Type: Beast | Deck Cost: 27
Code: 69780745

Description: Vile lion creature with wings.

484 AMOEBA

Level: 1 | Attack: 300
Element: Aqua | Defense: 350
Type: Aqua | Deck Cost: 6
Code: 95174353

Description: Slowly consumes its enemies.

485 KOROGASHI

Level: 2 | Attack: 800
Element: Forest | Defense: 2000
Type: Insect | Deck Cost: 9
Code: 32569498

Description: Crushes foes with rolled up crud.

486 BOO KOO

Level: 2 | Attack: 650
Element: Light | Defense: 500
Type: Magician | Deck Cost: 11
Code: 68963107

Description: A mage in the form of a spell book.

487 FLOWER WOLF

Level: 5 | Attack: 1800
Element: Forest | Defense: 1400
Type: Beast | Deck Cost: 22
Code: 95952802

Description: Uses blossoms on body to attack.

488 RAINBOW FLOWER

Level: 2 | Attack: 400
Element: Forest | Defense: 500
Type: Plant | Deck Cost: 9
Code: 21347810

Description: Plant that bites anything near it.

489 BARREL LILY

Level: 3 | Attack: 1100
Element: Forest | Defense: 600
Type: Plant | Deck Cost: 17
Code: 67841515

Description: Fire pollen shots at enemy monsters.

490 NEEDLE BALL

Level: 2 | Attack: 750
Element: Fiend | Defense: 700
Type: Fiend | Deck Cost: 14
Code: 94230224

Description: Needle balls rain down on enemies.

491 PEACOCK

Level: 5 | Attack: 1700
Element: Forest | Defense: 1500
Type: Wingbeast | Deck Cost: 22
Code: 20624263

Description: Attacks by firing its feathers.

492 HOSHININGEN

Level: 2 | Attack: 500
Element: Light | Defense: 700
Type: Fairy | Deck Cost: 12
Code: 67629977

Description: Special effect: Power-up light; power-down Shadow.

493 MAHA VAILO

Level: 4 | Attack: 1550
Element: Light | Defense: 1400
Type: Magician | Deck Cost: 29
Code: 93013676

Description: Draws power from meditation.

494 RAINBOW MARINE MERMAID

Level: 5 | Attack: 1550
Element: Aqua | Defense: 1700
Type: Fish | Deck Cost: 22
Code: 29402771

Description: Can be found when a rainbow appears.

495 MUSICIAN KING

Level: 5 | Attack: 1750
Element: Light | Defense: 1500
Type: Magician | Deck Cost: 22
Code: 56907389

Description: Attacks with ultrasonic blast.

496 WILMEE

Level: 4 | Attack: 1000
Element: Forest | Defense: 1200
Type: Beast | Deck Cost: 22
Code: 92391084

Description: A vicious rabbit with sharp claws.

497 YADO KARU

Level: 4 | Attack: 900
Element: Aqua | Defense: 1700
Type: Aqua | Deck Cost: 26
Code: 29380133

Description: Hermit crab with dragon's head.

498 MORINPHEN

Level: 5 | Attack: 1550
Element: Fiend | Defense: 1300
Type: Fiend | Deck Cost: 18
Code: 55784832

Description: Strange fiend with long arms and claws.

499 KATTAPLIIER

Level: 1 | Attack: 250
Element: Forest | Defense: 300
Type: Insect | Deck Cost: 5
Code: 81179446

Description: Spits gooey thread to attack enemies.

500 DRAGON SEEKER

Level: 6 | Attack: 2000
Element: Fiend | Defense: 2100
Type: Fiend | Deck Cost: 31
Code: 28563545

Description: Special effect: Wipes out dragon class monsters.

501 MAN-EATER BUG

Level: 2 | Attack: 450
Element: Forest | Defense: 600
Type: Insect | Deck Cost: 10
Code: 15025844

Description: Attacks with two huge scissors.

502 D. HUMAN

Level: 4 | Attack: 1300
Element: Earth | Defense: 1100
Type: Warrior | Deck Cost: 24
Code: 81057959

Description: Wields a dragon sword.

503 TURTLE RACCOON

Level: 3 | Attack: 700
Element: Forest | Defense: 600
Type: Aqua | Deck Cost: 16
Code: 17441953

Description: Fools enemies and then attacks.

504 FUNGI OF THE MUSK

Level: 1 | Attack: 400
Element: Forest | Defense: 300
Type: Fiend | Deck Cost: 7
Code: 53830602

Description: Sweats acid and melts nearby foes.

505 PRISMAN

Level: 3 | Attack: 800
Element: Earth | Defense: 1000
Type: Rock | Deck Cost: 18
Code: 80234301

Description: Solid crystal that fires lazer-beams.

506 GALE DOGRA

Level: 2 | Attack: 650
Element: Forest | Defense: 600
Type: Insect | Deck Cost: 12
Code: 16229315

Description: Generates poison powder twisters.

507 CRAZY FISH

Level: 4 | Attack: 1600
Element: Aqua | Defense: 1200
Type: Fish | Deck Cost: 28
Code: 53713014

Description: Attacks foes with its sharp head.

508 CYBER SAURUS

Level: 5 | Attack: 1800
Element: Earth | Defense: 1400
Type: Machine | Deck Cost: 22
Code: 89112729

Description: Attacks foes with beam cannon.

509 BRACCHIO-RAIDUS

Level: 6 | Attack: 2200
Element: Earth | Defense: 2000
Type: Dinosaur | Deck Cost: 32
Code: 16507828

Description: Huge dinosaur that stomps enemies.

510 LAUGHING FLOWER

Level: 8 | Attack: 900
Element: Forest | Defense: 500
Type: Plant | Deck Cost: 14
Code: 42591472

Description: Confuses foes with a mad laugh.

511 BEAN SOLDIER

Level: 4 | Attack: 1400
Element: Forest | Defense: 1300
Type: Plant | Deck Cost: 27
Code: 84990171

Description: Attacks with seeds and sword.

512 CANNON SOLDIER

Level: 4 | Attack: 1400
Element: Fiend | Defense: 1300
Type: Machine | Deck Cost: 27
Code: 11384280

Description: Machine equiped with a cannon.

513 GUARDIAN OF THE THRONE

Level: 4 | Attack: 1650
Element: Light | Defense: 1600
Type: Machine | Deck Cost: 32
Code: 47879985

Description: Sentry robot with homing missile.

514 BRAVE SCIZZAR

Level: 4 | Attack: 1300
Element: Fiend | Defense: 1000
Type: Machine | Deck Cost: 23
Code: 74277583

Description: Manipulates several scissors.

515 THE STATUE OF EASTER

Level: 4 | Attack: 1100
Element: Earth | Defense: 1400
Type: Rock | Deck Cost: 25
Code: 10262698

Description: Shoots lazer rings at enemies.

516 MUKA MUKE

Level: 2 | Attack: 600
Element: Earth | Defense: 300
Type: Rock | Deck Cost: 9
Code: 46657337

Description: Angers foes to the point of madness.

517 SAND STONE

Level: 5 | Attack: 800
Element: Earth | Defense: 2000
Type: Rock | Deck Cost: 19
Code: 73051941

Description: Attacks foes with long tentacles.

518 BOULDER TORTOISE

Level: 6 | Attack: 1450
Element: Earth | Defense: 2200
Type: Aqua | Deck Cost: 26
Code: 09540040

Description: Rock tortoise with strong defense.

519 FIRE KRAKEN

Level: 4 | Attack: 1600
Element: Pyro | Defense: 1500
Type: Aqua | Deck Cost: 31
Code: 46534755

Description: Burns with fire even in water.

520 TURTLE BIRD

Level: 6 | Attack: 1900
Element: Aqua | Defense: 1700
Type: Wind | Deck Cost: 26
Code: 72929454

Description: A very unusual Flying turtle.

521 SKULLBIRD

Level: 6 | Attack: 1900
Element: Wind | Defense: 1700
Type: Wingbeast | Deck Cost: 26
Code: 08327462

Description: Has breath that can steal a soul.

522 MONSTROUS BIRD

Level: 6 | Attack: 2000
Element: Wing | Defense: 1900
Type: Wingbeast | Deck Cost: 29
Code: 35712107

Description: Dive-attacks its enemies.

523 THE BISTRO BUTCHER

Level: 4 | Attack: 1800
Element: Fiend | Defense: 1000
Type: Fiend | Deck Cost: 28
Code: 71107816

Description: Makes a meal of its fallen foes.

524 STAR BOY

Level: 2 | Attack: 550
Element: Aqua | Defense: 500
Type: Aqua | Deck Cost: 10
Code: 08201910

Description: Extraterrestrial life form.

525 SPIRIT OF THE MOUTAIN

Level: 5 | Attack: 1300
Element: Earth | Defense: 1800
Type: Magician | Deck Cost: 21
Code: 15025844

Description: Special effect: Changes field to mountain terrain.

526 NECK HUNTER

Level: 6 | Attack: 1750
Element: Fiend | Defense: 1900
Type: Fiend | Deck Cost: 26
Code: 70084224

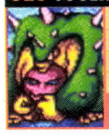
Description: Fires beams from its eyes.

527 MILUS RADIANT

Level: 1 | Attack: 300
Element: Forest | Defense: 250
Type: Beast | Deck Cost: 5
Code: 07489323

Description: Deceptively cute and very vicious.

528 TOGEX



Level: 5 | Attack: 1600
Element: Earth | Defense: 1800
Type: Beast | Deck Cost: 24
Code: 33878931

Description: Rolls up and rams its enemies.

529 FLAME CEREBRUS

Level: 6 | Attack: 2100
Element: Forest | Defense: 1800
Type: Pyro | Deck Cost: 29
Code: 60862676

Description: Attacks enemies with its flames.

530 ELDEEN

Level: 3 | Attack: 950
Element: Shadow | Defense: 1000
Type: Magician | Deck Cost: 19
Code: 06367785

Description: Casts a veriety of attack spells.

531 MYSTICAL SAND

Level: 6 | Attack: 2100
Element: Shadow | Defense: 1700
Type: Rock | Deck Cost: 28
Code: 32751480

Description: Turns foes into stone and sand.

532 GEMINI ELF

Level: 4 | Attack: 1900
Element: Light | Defense: 900
Type: Magician | Deck Cost: 28
Code: 69140098

Description: Twin elves attack as one.

533 KWAGAR HERCULES

Level: 6 | Attack: 1900
Element: Forest | Defense: 1700
Type: Insect | Deck Cost: 26
Code: 95144193

Description: Stag beetle with a horn for attacks.

534 MINAR

Level: 3 | Attack: 850
Element: Fiend | Defense: 750
Type: Insect | Deck Cost: 16
Code: 32539892

Description: Four arms attack separately.

535 KAMAKIRIMAN

Level: 4 | Attack: 1150
Element: Forest | Defense: 1400
Type: Insect | Deck Cost: 25
Code: 68928540

Description: Man-shaped mantis with two scythes.

536 MECHALEON

Level: 2 | Attack: 800
Element: Aqua | Defense: 600
Type: Reptile | Deck Cost: 14
Code: 94412545

Description: Changes color to hide its location.

537 MEGA THUNDERBALL

Level: 2 | Attack: 750
Element: Thunder | Defense: 600
Type: Thunder | Deck Cost: 13
Code: 21817254

Description: Fires electric blasts.

538 NIWATORI

Level: 3 | Attack: 900
Element: Forest | Defense: 800
Type: Wingbeast | Deck Cost: 17
Code: 07805359

Description: Swallows foes to generate energy.

539 CORRODING SHARK

Level: 3 | Attack: 1100
Element: Fiend | Defense: 700
Type: Zombie | Deck Cost: 18
Code: 34290067

Description: Zombie shark that uses a vile curse.

540 SKELENGEL

Level: 2 | Attack: 900
Element: Light | Defense: 400
Type: Fairy | Deck Cost: 13
Code: 60694662

Description: Special effect: Draw one card from your deck.

541 HANE-HANE

Level: 2 | Attack: 450
Element: Wind | Defense: 500
Type: Beast | Deck Cost: 9
Code: 07089711

Description: Calls up wind to stop movement.

542 MASAIRUZAME

Level: 5 | Attack: 1400
Element: Aqua | Defense: 1600
Type: Fish | Deck Cost: 20
Code: 33178416

Description: Belly armed with missile launcher.

543 TONGYO

Level: 4 | Attack: 1350
Element: Aqua | Defense: 800
Type: Fish | Deck Cost: 21
Code: 69572024

Description: Uses long tongue to drain energy.

544 DHARMA CANNON

Level: 2 | Attack: 900
Element: Fiend | Defense: 500
Type: Machine | Deck Cost: 14
Code: 96967123

Description: Armed with Cannons and never misses.

545 SKELGON

Level: 6 | Attack: 1700
Element: Fiend | Defense: 1900
Type: Zombie | Deck Cost: 26
Code: 323355828

Description: Zombie dragon with skeletal wings.

546 WOW WARRIOR

Level: 4 | Attack: 1350
Element: Aqua | Defense: 900
Type: Fish | Deck Cost: 21
Code: 69750536

Description: Attacks with sharp teeth.

547 GRIGGLE

Level: 1 | Attack: 350
Element: Forest | Defense: 300
Type: Plant | Deck Cost: 6
Code: 95744531

Description: Spin-attacks with head blades.

548 BONE MOUSE

Level: 1 | Attack: 400
Element: Fiend | Defense: 300
Type: Zombie | Deck Cost: 7
Code: 21239280

Description: Mouse resurrected from the grave.

549 FROG THE JAM

Level: 2 | Attack: 700
Element: Aqua | Defense: 500
Type: Aqua | Deck Cost: 12
Code: 68638985

Description: Attacks the senses with ugly croaks.

550 BEHEGON

Level: 4 | Attack: 1350
Element: Aqua | Defense: 1000
Type: Aqua | Deck Cost: 23
Code: 94022093

Description: Snake with a big mouth and fangs.

551 DARK ELF

Level: 4 | Attack: 2000
Element: Shadow | Defense: 800
Type: Magician | Deck Cost: 28
Code: 21417692

Description: A vile elf that loves to fight.

552 WINGED DRAGON #2

Level: 4 | Attack: 1200
Element: Wind | Defense: 1000
Type: Wingbeast | Deck Cost: 22
Code: 57405307

Description: Wings generate tornadoes.

553 MUSHROOM MAN #2

Level: 3 | Attack: 1250
Element: Forest | Defense: 800
Type: Warrior | Deck Cost: 20
Code: 93900406

Description: Fully grown Mushroom man.

554 LAVA BATTLEGUARD

Level: 5 | Attack: 1550
Element: Shadow | Defense: 1800
Type: Warrior | Deck Cost: 23
Code: 20394040

Description: Special effect: Boosts power of Swamp battleguard.

555 TYHONE #2

Level: 6 | Attack: 1700
Element: Pyro | Defense: 1900
Type: Dragon | Deck Cost: 26
Code: 56789759

Description: Emits Fireballs to burn its foes.

555 GREGORY ORLANDO

Level: 100 | Attack: YES
Element: Words | Defense: NO
Type: Phlegmy | Deck Cost: Your
Code: 00000000001 | Soul

Description: Just threw this in there to make sure you were paying attention.

556 THE WANDERING DOOM

Level: 2 | Attack: 800
Element: Fiend | Defense: 600
Type: Zombie | Deck Cost: 14
Code: 93788854

Description: Aimless, Wandering Monster.

557 STEEL OGREGROTTO #1

Level: 5 | Attack: 1400
Element: Fiend | Defense: 1800
Type: Machine | Deck Cost: 22
Code: 29172562

Description: Steel idol from machineland.

558 POT THE TRICK

Level: 2 | Attack: 400
Element: Fiend | Defense: 400
Type: Rock | Deck Cost: 8
Code: 55567161

Description: Doomed under magical control.

559 OSCILLO HERO

Level: 3 | Attack: 1250
Element: Dreams | Defense: 700
Type: Warrior | Deck Cost: 19
Code: 82065276

Description: A warrior from another dimension.

560 INVADER FROM ANOTHER PLANET

Level: 4 | Attack: 950
Element: Dreams | Defense: 1400
Type: Fiend | Deck Cost: 23
Code: 28450915

Description: Alien from another galaxy.

561 LESSER DRAGON

Level: 4 | Attack: 1200
Element: Fiend | Defense: 1000
Type: Dragon | Deck Cost: 22
Code: 55444629

Description: Low-level dragon. No breath attacks.

562 NEEDLE WORM

Level: 2 | Attack: 750
Element: Forest | Defense: 600
Type: Insect | Deck Cost: 13
Code: 81843628

Description: Insect armed with Steel spikes.

563 WRETCH GHOST OF THE ATTIC

Level: 2 | Attack: 550
Element: Shadow | Defense: 400
Type: Fiend | Deck Cost: 9
Code: 17238333

Description: Fiend spirit tht dwells in homes.

564 MAMMOTH OF THE GRAVEYARD

Level: 6 | Attack: 2200
Element: Fiend | Defense: 1800
Type: Zombie | Deck Cost: 30
Code: 54622031

Description: Strange zombiw elephant.

565 MAN-EATING BLACK SHARK

Level: 5 | Attack: 2100
Element: Aqua | Defense: 1300
Type: Fish | Deck Cost: 24
Code: 80727036

Description: Dark shark that attacks anything.

566 YORMUNGARDE

Level: 3 | Attack: 1200
Element: Aqua | Defense: 900
Type: Reptile | Deck Cost: 21
Code: 17115745

Description: Extremely long snake.

567 DARKWORLD THORNS

Level: 3 | Attack: 1200
Element: Fiend | Defense: 900
Type: Plant | Deck Cost: 21
Code: 43500484

Description: Wraps around foes who try to pass by.

568 ANTHROSAURUS

Level: 3 | Attack: 1000
Element: Earth | Defense: 800
Type: Dinosaur | Deck Cost: 18
Code: 89904598

Description: High IQ but low in power.

569 DROOLING LIZARD

Level: 3 | Attack: 900
Element: Aqua | Defense: 800
Type: Reptile | Deck Cost: 17
Code: 16353197

Description: Man-shaped serpent with blood-thirst.

570 TRAKADON

Level: 3 | Attack: 1300
Element: Earth | Defense: 800
Type: Dinosaur | Deck Cost: 21
Code: 42348802

Description: High speed, tiger striped dinosaur.

571 B. DRAGON JUNGLE

Level: 6 | Attack: 2100
Element: Forest | Defense: 1800
Type: Dragon | Deck Cost: 29
Code: 89832901

Description: Woodland dragon feeds on trees.

572 EMPRESS JUDGE

Level: 6 | Attack: 2100
Element: Earth | Defense: 1700
Type: Warrior | Deck Cost: 28
Code: 15237615

Description: Empress of the golden Kingdom.

573 LITTLE D

Level: 3 | Attack: 1100
Element: Earth | Defense: 700
Type: Dinosaur | Deck Cost: 28
Code: 42625254

Description: A very vicious dinosaur.

574 WITCH OF THE BLACK ARTS

Level: 4 | Attack: 1100
Element: Shadow | Defense: 1200
Type: Magician | Deck Cost: 23
Code: 78010363

Description: Witch with an all-seeing third eye.

575 ANCIENT ONE OF THE FOREST

Level: 6 | Attack: 1800
Element: Forest | Defense: 1900
Type: Beast | Deck Cost: 27
Code: 14015067

Description: The Ancient one of the forest kingdom.

576 XL. SCORPION OF THE TUNDRA

Level: 3 | Attack: 1100
Element: Forest | Defense: 1000
Type: Insect | Deck Cost: 21
Code: 41403766

Description: Blue scorpion of the thundra region.

577 CROW GOBLIN

Level: 5 | Attack: 1850
Element: Wind | Defense: 1600
Type: WingBeast | Deck Cost: 24
Code: 77998771

Description: Strange creature with weird powers.

578 LEO WIZARD

Level: 5 | Attack: 1350
Element: Shadow | Defense: 1200
Type: Magician | Deck Cost: 15
Code: 04392470

Description: A caped lion with mystic powers.

579 ABYSS FLOWER

Level: 2 | Attack: 750
Element: Forest | Defense: 400
Type: Plant | Deck Cost: 11
Code: 40387124

Description: A strange flower found in the abyss.

580 PATROL ROBO

Level: 3 | Attack: 1100
Element: Fiend | Defense: 900
Type: Machine | Deck Cost: 20
Code: 76775123

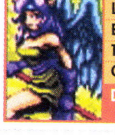
Description: A dangerous engine of destruction.

581 TAKUHEE

Level: 4 | Attack: 1450
Element: Wind | Defense: 1000
Type: Wingbeast | Deck Cost: 24
Code: 03170832

Description: Known to many as a harbinger of doom.

582 DARK WITCH



Level: 5 | Attack: 1800
Element: Light | Defense: 1700
Type: Fairy | Deck Cost: 25
Code: 35565537

Description: The Legendary fairy of battle.

583 WEATHER REPORT

Level: 4 | Attack: 950
Element: Aqua | Defense: 1500
Type: Aqua | Deck Cost: 24
Code: 72053645

Description: Unreliable source for weather info.

584 BINDING CHAIN

Level: 3 | Attack: 1000
Element: Light | Defense: 1100
Type: Fairy | Deck Cost: 21
Code: 08058240

Description: Magically blocks an enemy's power.

585 MECHANICAL SNAIL

Level: 3 | Attack: 800
Element: Fiend | Defense: 1000
Type: Machine | Deck Cost: 18
Code: 34442949

Description: A machine-enhanced snail.

586 GREENKAPPA

Level: 3 | Attack: 650
Element: Fiend | Defense: 900
Type: Warrior | Deck Cost:15
Code: 61831093

Description: Copycat monster that mimcs enemy.

587 MON LARVAS

Level: 4 | Attack: 1300
Element: Forest | Defense: 1400
Type: Beast | Deck Cost: 27
Code: 07225792

Description: A highly evolved version of larvas.

588 LIVING VASE

Level: 3 | Attack: 900
Element: Forest | Defense: 1100
Type: Plant | Deck Cost: 20
Code: 34320307

Description: A living vase that bites enemies.

589 TENTACLE PLANT

Level: 2 | Attack: 500
Element: Forest | Defense: 600
Type: Plant | Deck Cost: 11
Code: 60715406

Description: Grabs and attacks with blue vines.

590 BEAKED SNAKE

Level: 3 | Attack: 800
Element: Aqua | Defense: 900
Type: Reptile | Deck Cost: 17
Code: 06103114

Description: Uses it big beak to attack enemies.

591 MORPHING JAR

Level: 2 | Attack: 700
Element: Earth | Defense: 600
Type: Rock | Deck Cost: 13
Code: 33508719

Description: Hides in a pot and attacks the unwary.

592 MUSE-A

Level: 3 | Attack: 850
Element: Light | Defense: 900
Type: Fairy | Deck Cost: 12
Code: 69992868

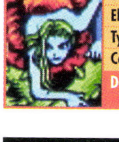
Description: Patron monster of the musical arts.

593 FIRE-EATING TURTLE

Level: 5 | Attack: 1400
Element: Aqua | Defense: 1800
Type: Aqua | Deck Cost: 22
Code: 96981563

Description: Turtle Monster feeds on flames.

594 ROSE SPECTRE OF DUNE



Level: 6 | Attack: 2000
Element: Fiend | Defense: 1800
Type: Plant | Deck Cost: 28
Code: 32485271

Description: Feeds on souls to grow.

595 FIEND REFTECTION #1

Level: 4 | Attack: 1300
Element: Dreams | Defense: 1400
Type: Wingbeast | Deck Cost: 27
Code: 68870276

Description: Draws foes into the mirror.

596 HUNGERY GHOUL

Level: 4 | Attack: 1600
Element: Fiend | Defense: 1200
Type: Zombie | Deck Cost: 28
Code: 95265975

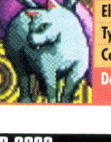
Description: A monster with boundless hunger.

597 PALE BEAST

Level: 4 | Attack: 1500
Element: Forest | Defense: 1200
Type: Beast | Deck Cost: 27
Code: 21263083

Description: A weird Monster of unknown origin.

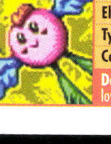
598 LITTLE CHIMERA



Level: 2 | Attack: 600
Element: Wing | Defense: 550
Type: Beast | Deck Cost: 11
Code: 68658728

Description: The results of an experiment.

601 TENDERNESS



Level: 3 | Attack: 700
Element: Light | Defense: 1400
Type: Fairy | Deck Cost: 21
Code: 57935140

Description: Celebrates the eternity of lovers.

602 PENGUIN SOLDIER

Level: 2 | Attack: 750
Element: Aqua | Defense: 500
Type: Aqua | Deck Cost: 12
Code: 93920745

Description: Penguin soldier attacks as a group.

603 FAIRY DRAGON

Level: 4 | Attack: 1100
Element: Light | Defense: 1200
Type: Dragon | Deck Cost: 23
Code: 20315854

Description: Strong and beautiful Dragon fairy.

604 OBESE MARMOT/NEFARIOUS

Level: 3 | Attack: 750
Element: Fiend | Defense: 800
Type: Beast | Deck Cost: 15
Code: 56713552

Description: Special effect: Power-up B.eye White Dragon.

605 LIQUID BEAST

Level: 3 | Attack: 950
Element: Aqua | Defense: 800
Type: Aqua | Deck Cost: 17
Code: 93108297

Description: Liquid life form that goes anywhere.

606 TWIN LONG RODS #2

Level: 3 | Attack: 850
Element: Aqua | Defense: 700
Type: Aqua | Deck Cost: 15
Code: 29692206

Description: Attacks with two whip-like tails.

607 GREAT BILL

Level: 4 | Attack: 1250
Element: Forest | Defense: 1300
Type: Beast | Deck Cost: 25
Code: 55691901

Description: Large mouth that swallows anything.

608 SHINING FRIENDSHIP

Level: 4 | Attack: 1300
Element: Light | Defense: 1100
Type: Fairy | Deck Cost: 24
Code: 82085619

Description: Makes peace during duels.

609 BLADEFLY

Level: 2 | Attack: 600
Element: Forest | Defense: 7000
Type: Insect | Deck Cost: 13
Code: 28470714

Description: Flies at foe with sword-like arms.

610 ELECTRIC LIZARD

Level: 3 | Attack: 850
Element: Thunder | Defense: 800
Type: Thunder | Deck Cost: 16
Code: 55875323

Description: Special effect: Freezes a nearby foe for one turn.

611 HIRO'S SHADOW SCOUT

Level: 2 | Attack: 650
Element: Fiend | Defense: 500
Type: Fiend | Deck Cost: 11
Code: 81863068

Description: Messenger used for scouting.

612 LADY OF FAITH

Level: 3 | Attack: 1100
Element: Light | Defense: 800
Type: Magician | Deck Cost: 19
Code: 17358176

Description: Special effect: Recovers 500 Life Pts with a spell.

613 TWIN-HEADED THUNDER DRAGON

Level: 7 | Attack: 2800
Element: Thunder | Defense: 2100
Type: Thunder | Deck Cost: 29
Code: 54752875

Description: Uses thunder to attack enemies.

614 HUNTER SPIDER

Level: 5 | Attack: 1600
Element: Forest | Defense: 1400
Type: Insect | Deck Cost: 20
Code: 80141480

Description: Hunts foes with web and eats them.

615 ARMORED STARFISH

Level: 4 | Attack: 850
Element: Aqua | Defense: 1400
Type: Aqua | Deck Cost: 22
Code: 17535588

Description: Tough skin makes for tough defense.

616 HOURGLASS OF COURAGE

Level: 4 | Attack: 1100
Element: Light | Defense: 1200
Type: Fairy | Deck Cost: 23
Code: 43530283

Description: Manipulates one's feelings. (Like Justyn's mom.)

617 MARINE BEAST

Level: 5 | Attack: 1700
Element: Aqua | Defense: 1600
Type: Fish | Deck Cost: 23
Code: 29929832

Description: Sharp teeth that won't quit biting.

618 WARRIOR OF TRADITION

Level: 6 | Attack: 1900
Element: Shadow | Defense: 1700
Type: Warrior | Deck Cost: 26
Code: 56413937

Description: Battle-hardened lady warrior.

619 ROCK SPIRIT

Level: 5 | Attack: 1650
Element: Earth | Defense: 1900
Type: Magician | Deck Cost: 25
Code: 82818645

Description: Strong in both attack and defense.

620 SNAKEYASHI

Level: 4 | Attack: 1000
Element: Forest | Defense: 1200
Type: Plant | Deck Cost: 22
Code: 29802344

Description: Formed by several snakes.

621 SUCCUBUS KNIGHT

Level: 5 | Attack: 1650
Element: Shadow | Defense: 1300
Type: Warrior | Deck Cost: 19
Code: 55291359

Description: Mystic warrior uses attack spells.

622 ILL WITCH

Level: 5 | Attack: 1600
Element: Light | Defense: 1500
Type: Magician | Deck Cost: 21
Code: 81686058

Description: Blows away foes by generating winds.

623 THE THING THAT HIDES

Level: 4 | Attack: 1200
Element: Earth | Defense: 1300
Type: Rock | Deck Cost: 25
Code: 18180762

Description: Appears under foes and attacks.

624 HIGH TIDE GYOJIN

Level: 4 | Attack: 1650
Element: Aqua | Defense: 1300
Type: Aqua | Deck Cost: 29
Code: 54579801

Description: Very Strong mermaid warrior.

625 FAIRY OF THE FOUNTAIN

Level: 4 | Attack: 1600
Element: Aqua | Defense: 1100
Type: Aqua | Deck Cost: 27
Code: 81563416

Description: Fairy protector of the fountain.

626 AMAZON OF THE SEAS

Level: 4 | Attack: 1300
Element: Aqua | Defense: 1400
Type: Fish | Deck Cost: 27
Code: 17968114

Description: Mermaid protector of the scared sea.

627 NEKOGAL #2

Level: 6 | Attack: 550
Element: Forest | Defense: 2000
Type: Beastwar | Deck Cost: 29
Code: 43352213

Description: Fast to dodge and attacks with claws.

628 WITCH'S APPRENTICE

Level: 2 | Attack: 550
Element: Shadow | Defense: 500
Type: Magician | Deck Cost: 10
Code: 80741828

Description: Special effect: Power-up Shadow; power-down Light.

629 ARMORED RAT

Level: 3 | Attack: 950
Element: Forest | Defense: 1100
Type: Beast | Deck Cost: 20
Code: 16246527

Description: Protected by very thick and solid fur.

630 OLD LIZARD WARRIOR

Level: 4 | Attack: 1400
Element: Aqua | Defense: 1100
Type: Reptile | Deck Cost: 25
Code: 43230671

Description: Old but powerful lizard warrior.

631 MAIDEN OF THE MOON

Level: 4 | Attack: 1500
Element: Dreams | Defense: 1300
Type: Magician | Deck Cost: 28
Code: 79629370

Description: Mystic spell makes foes hallucinate.

632 STONE OGRE GROTTO

Level: 5 | Attack: 1600
Element: Earth | Defense: 1500
Type: Rock | Deck Cost: 21
Code: 15023985

Description: Giant formed by stacked boulders.

633 WINGED EGG OF NEW LIFE

Level: 5 | Attack: 1400
Element: Light | Defense: 1700
Type: Fairy | Deck Cost: 21
Code: 42418084

Description: Messenger of new life.

634 NIGHT LIZARD

Level: 4 | Attack: 1150
Element: Aqua | Defense: 1300
Type: Aqua | Deck Cost: 24
Code: 78402798

Description: Man-shaped lizard warrior.

635 QUEEN'S DOUBLE

Level: 1 | Attack: 350
Element: Earth | Defense: 300
Type: Warrior | Deck Cost: 6
Code: 05901497

Description: Doubles for the queen.

636 BLUE-WINGED CROWN

Level: 4 | Attack: 1600
Element: Wind | Defense: 1200
Type: Wngbeast | Deck Cost: 26
Code: 41396436

Description: Blue-winged bird of prey.

637 TRENT

Level: 5 | Attack: 150
Element: Forest | Defense: 1800
Type: Plant | Deck Cost: 23
Code: 78780140

Description: Special effect: Changes field to forest.

638 QUEEN OF AUTUMN LEAVES

Level: 5 | Attack: 1800
Element: Forest | Defense: 1500
Type: Plant | Deck Cost: 23
Code: 04179849

Description: Queen of the Tree King.

639 AMPHIBIOUS BUGROTH

Level: 5 | Attack: 800
Element: Aqua | Defense: 2000
Type: Aqua | Deck Cost: 21
Code: 40173854

Description: Bugroth modified for undersea use.

640 ACID CRAWLER

Level: 3 | Attack: 900
Element: Forest | Defense: 700
Type: Insect | Deck Cost: 3
Code: 77568553

Description: Melts foes with a powerful acid.

641 INVADER OF THE THRONE

Level: 4 | Attack: 1350
Element: Earth | Defense: 1700
Type: Warrior | Deck Cost: 30
Code: 03056267

Description: Queen who hopes to usurp the throne.

642 MYSTICAL SHEEP #1

Level: 3 | Attack: 1150
Element: Dreams | Defense: 900
Type: Beast | Deck Cost: 20
Code: 30451366

Description: Attacks foes with sorcery.

643 DISK MAGICIAN

Level: 4 | Attack: 1350
Element: Machine | Defense: 1000
Type: Fiend | Deck Cost: 23
Code: 76446915

Description: Appears from a disk to attack.

644 FLAME VIPER

Level: 2 | Attack: 400
Element: Pyro | Defense: 450
Type: Pyro | Deck Cost: 8
Code: 02830619

Description: Attacks foes by spraying flame.

645 ROYAL GUARD

Level: 6 | Attack: 1900
Element: Earth | Defense: 2200
Type: Machine | Deck Cost: 31
Code: 39239728

Description: Cyber soldier with own will.

646 GRUESOME GOO

Level: 3 | Attack: 1300
Element: Aqua | Defense: 700
Type: Aqua | Deck Cost: 20
Code: 65623423

Description: Slime leader can be very dangerous.

647 HYOSUBE

Level: 4 | Attack: 1500
Element: Aqua | Defense: 900
Type: Aqua | Deck Cost: 24
Code: 02118022

Description: Strong on attacks but weak defense.

648 MACHINE ATTACKER

Level: 5 | Attack: 1600
Element: Fiend | Defense: 1300
Type: Machine | Deck Cost: 19
Code: 38116136

Description: Designed to charge in battle.

649 HIBIKIME

Level: 4 | Attack: 1450
Element: Shadow | Defense: 1000
Type: Warrior | Deck Cost: 24
Code: 64501875

Description: Distracts foes with loud noises.

650 WHIPTAIL CROW

Level: 4 | Attack: 1650
Element: Fiend | Defense: 1600
Type: Fiend | Deck Cost: 32
Code: 91996584

Description: Attacks from the air with whip-tail.

651 KUNAI WITH CHAIN

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 37390589

Description: Becomes DEF card after foe attacks.

652 MAGICAL

Level: N/A | Attack: N/A
Element: n/a | Defense: N/A
Type: Magic | Deck Cost: 130
Code: 64389297

Description: Structure of maze on field revealed.

653 WARRIOR ELIMIATION

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 50
Code: 90873992

Description: Destroys opposing warrior cards.

654 SALAMANDRA

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 32268901

Description: Salamandra-powered Pyro class sword.

655 CURSEBREAKER

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magician | Deck Cost: 2
Code: 69666645

Description: Clears all effects of opponent spells.

656 ETERNAL REST

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 50
Code: 95051344

Description: Purges opponent's zombies in play.

657 MEGAMORPHAME

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 255
Code: 22046459

Description: +1 level for one monster in play.

658 METALMORPH

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 2
Code: 68540058

Description: Selected monster becomes a machine.

659 WINGED TRUMPETER

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magician | Deck Cost: 150
Code: 94939166

Description: Mystic horn powers-up fairy monsters.

660 STAIN STORM

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 50
Code: 21323861

Description: Acid rain destroys enemy Machines.

661 CRUSH CARD

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 50
Code: 57728570

Description: Destroys enemies with over 1500 ATK.

662 ERADICATING AEROSOL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 50
Code: 94716515

Description: Bug spray wipes out enemy Insect.

663 BREATH OF LIGHT

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magician | Deck Cost: 50
Code: 20101223

Description: Destroys all enemy rock monsters.

664 ETERNAL DRAUGHT

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 50
Code: 56606928

Description: Destroys all enemy Fish monsters.

665 CURSE OF MILLENNIUM SHIELD

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 83094937

Description: Offer One-eye dragon etc.

666 YAMADRON RITUAL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 29089635

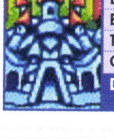
Description: Offer mountain warrior etc.

667 GATE GUARDIAN RITUAL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 56483330

Description: Sanga + Kazejin + suijim must be in play.

668 BRIGHT CASTLE



Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 150
Code: 82878489

Description: Boosts power of light monster.

669 SHADOW SPELL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 200
Code: 29267084

Description: Level of enemy monsters down 2.

670 BLACK LUSTER RITUAL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 55761792

Description: Offer Gaia the fierce knight.

671 ZERA RITUAL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 81756897

Description: Offer Ryu-kishin powered etc.

672 HARPIE'S FEATHER DUSTER

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 2
Code: 18144506

Description: Destroys enemy's in play trap card.

673 WAR-LION RITAUL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 54539105

Description: Offer leogun + 2 monsters.

674 BEASTLY MIRROR RITUAL

Level: N/A | Attack: N/A
Element: Ritual | Defense: N/A
Type: Magician | Deck Cost: 0
Code: 81933259

Description: Offer Fiend Refletion #1 #2 other.

675 ULTIMATE DRAGON

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 17928958

Description: Offer Blue eyes White Dragon x3.

676 COMMENCEMENT DANCE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 43417563

Description: Offer Watter omotics.

677 HAMBERGER RECIPE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 80811661

Description: Offer Bio Plant etc.

678 REVIVAL OF SENNEN

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 16206366

Description: Offer Hitotsu-me +2 monsters.

679 NOVOX'S PRAYER

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 43694075

Description: Offer M-warrior #1 etc.

680 CURSE OF TRI-HORNED DRAGON

Level: N/A | Attack: N/A
Element: Ritual | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 79699070

Description: Offer B dragon Jungle King etc.

681 HOUSE OF ADHESIVE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 0
Code: 15083728

Description: Destroys a monster with ATK less than 500.

682 EATGABOON

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 1
Code: 42578427

Description: Destroys monster with ATK less than 1000.

683 BEAR TRAP

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 3
Code: 78977532

Description: Destroys monster with ATK less than 1500.

684 INVISIBLE WIRE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 5
Code: 15361130

Description: Destroys monster with ATK less than 2000.

685 ACID TRAP HOLE

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 10
Code: 41356845

Description: Destroys monster with ATK less than 3000.

686 WIDESPREAD RUIN

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 20
Code: 77754944

Description: Destroys attacking card of opponent .

687 GOBLIN FAN

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 2
Code: 04149689

Description: Cancels sparks and Flamestorm.

688 SIMOCJI ALLERGY

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 2
Code: 40633297

Description: Reverse recovery points to damage.

689 REVERSE TRAP

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 2
Code: 77622396

Description: Reverse Power-up Pts to power down.

690 FAKE TRAP

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 0
Code: 03027001

Description: A dummy TRAP CARD with no effect.

691 REVIVED SERPENT NIGHT

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 39411600

Description: Offer Blacklan fire dragon etc

692 TURTLE OATH

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 20
Code: 76806714

Description: Offer Ancient W turtle etc.

693 CONTRUCT OF MASK

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 02304453

Description: Offer Dark Mask +2 monsters.

694 RESURRECTION OF CHARKA

Level : N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 39399168

Description: Offer Versago the Destroyer etc.

695 PUPPET RITUAL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 05783166

Description: Offer Mysterious Puppeteer.

696 JAVELIN BEETLE PACT

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 41182875

Description: Offer Hercules Beetle etc.

697 GARMA SWORD OATH

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 78577570

Description: Offer Succubus Knight + 2 monsters.

698 COSMO QUEEN'S PRAYER

Level: N/A | Attack: N/A
Element: Ritual | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 04561679

Description: Offer Queen of Autumn Leaves etc.

699 REVIVAL OF SKELETONRIDER

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 31066283

Description: Sacrific Temple of skulls + 2.

700 FORTRESS WHALE'S OATH

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 77454922

Description: Offer Mech Bass +2 Monsters.

701 PERFORMANCE OF SWORD

Level: 6 | Attack: 1950
Element: Devine | Defense: 1850
Type: Warrior | Deck Cost: 255
Code: 04849037

Description: Beware the elegant war dance.

702 HUNGERY BURGER

Level: 6 | Attack: 2000
Element: Devine | Defense: 1850
Type: Warrior | Deck Cost: 255
Code: 30243636

Description: Attracts the hungry and eats them.

703 SENGENJIN

Level: 8 | Attack: 750
Element: Devine | Defense: 2500
Type: BeastWar | Deck Cost: 255
Code: 76232340

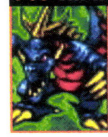
Description: Powerful primitive monster.

704 SKULL GUARDIAN

Level: 7 | Attack: 2050
Element: Devine | Defense: 2500
Type: Warrior | Deck Cost: 255
Code: 03627449

Description: Attacks enemies with sword arms.

705 TRI-HORNED DRAGON



Level: 8 | Attack: 2850
Element: Devine | Defense: 2350
Type: Dragon | Deck Cost: 255
Code: 39111158

Description: Dragon with three horns.

706 SERPENT NIGHT DRAGON

Level: 7 | Attack: 1350
Element: Devine | Defense: 2400
Type: Dragon | Deck Cost: 255
Code: 66516792

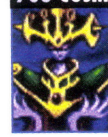
Description: Dragon created by a wicked knight.

707 SKULL KNIGHT

Level: 7 | Attack: 2650
Element: Shadow | Defense: 2250
Type: Magician | Deck Cost: 29
Code: 02504891

Description: Attacks with both weapons and magic.

708 COSMO QUEEN



Level: 8 | Attack: 2900
Element: Devine | Defense: 2450
Type: Magician | Deck Cost: 255
Code: 38999506

Description: Absolute ruler of the galaxies.

709 CHAKRA

Level: 7 | Attack: 2450
Element: Devine | Defense: 2000
Type: Fiend | Deck Cost: 255
Code: 65393205

Description: Attacks enemies with tentacles.

710 CRAB TURTLE

Level: 8 | Attack: 2550
Element: Devine | Defense: 2500
Type: Aqua | Deck Cost: 255
Code: 91782219

Description: Monster has strong attacks and defense.

711 MIKAZUKINOYAIBA

Level: 7 | Attack: 2200
Element: Light | Defense: 2350
Type: Dragon | Deck Cost: 25
Code: 38277918

Description: Wields a crescent-shaped sword.

712 METEOR DRAGON

Level: 6 | Attack: 1800
Element: Earth | Defense: 2000
Type: Dragon | Deck Cost: 28
Code: 64271667

Description: Dragon fallen from infinite space.

713 METEOR BLACK DRAGON

Level: 8 | Attack: 3500
Element: Pyro | Defense: 2000
Type: Dragon | Deck Cost: 35
Code: 90660762

Description: Hot body evaporates enemies. (Like Britney Spears.)

714 FIREWING PEGASUS

Level: 6 | Attack: 2250
Element: Pyro | Defense: 1800
Type: Beast | Deck Cost: 30
Code: 27054370

Description: Flies the heavens on wings of fire.

715 PSYCHO-PUPPET

Level: 7 | Attack: 2000
Element: Devine | Defense: 2350
Type: Fiend | Deck Cost: 255
Code: 63459075

Description: Strange dance robs enemies of Power.

716 GARMA SWORD

Level: 8 | Attack: 2550
Element: Devine | Defense: 2150
Type: Warrior | Deck Cost: 255
Code: 90844184

Description: Wield six very sharp swords.

717 JAVELIN BEETLE

Level: 8 | Attack: 2450
Element: Devine | Defense: 2550
Type: Insect | Deck Cost: 255
Code: 26932788

Description: Very strong attack and defense.

718 FORTRESS WHALE

Level: 8 | Attack: 2350
Element: Devine | Defense: 2150
Type: Fish | Deck Cost: 255
Code: 62337487

Description: Powerful cannon mounted on its back.

719 DOKURORIDER

Level: 6 | Attack: 1900
Element: Devine | Defense: 1850
Type: Zombie | Deck Cost: 255
Code: 99721536

Description: A lonely rider of the Prairies.

720 MASK OF SHINE & DA

Levela: 6 | Attack: 2000
Element: Devine | Defense: 1800
Type: Magician | Deck Cost: 255
Code: 25110231

Description: Mask of Shine & Da.

721 MAGICIAN OF BLACK

Level: 8 | Attack: 2800
Element: Devine | Defense: 2600
Type: Magician | Deck Cost: 255
Code: 30208479

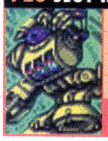
Description: Magician Master empowered by chaos.

722 DARK MAGIC RITUAL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 76792184

Description: Summons Dark Sorcerer.

723 SLOT MACHINE



Level: 7 | Attack: 2000
Element: | Defense: 2300
Type: Machine | Deck Cost: 23
Code: 03797883

Description: Randomely affects a monster's power.

724 SPACE MEGATRON

Level: 5 | Attack: 1400
Element: Fiend | Defense: 2000
Type: Machine | Deck Cost: 24
Code: 39181897

Description: Attacks with three lazer blasters.

725 RED ARCHERY GIRL

Level: 4 | Attack: 1400
Element: Aqua | Defense: 1500
Type: Aqua | Deck Cost: 29
Code: 65570596

Description: Special effect: Monster's PWR cut. Stopped for 1 turn.

726 RYU-RAN

Level: 7 | Attack: 2200
Element: Pyro | Defense: 2600
Type: Dragon | Deck Cost: 28
Code: 02964201

Description: Dragon hidden inside an eggshell.

727 MANGA RYU-RAN

Level: 7 | Attack: 2200
Element: Fiend | Defense: 2600
Type: Dragon | Deck Cost: 28
Code: 38369349

Description: Deceptivelt strong Toon monster.

728 TOON MERMAID

Level: 5 | Attack: 1400
Element: Aqua | Defense: 1500
Type: Shadow | Deck Cost: 19
Code: 65458948

Description: Toon-transformed mermaid arche.

729 TOON SUMMONED SKULL

Level: 6 | Attack: 2500
Element: Fiend | Defense: 1200
Type: Fiend | Deck Cost: 27
Code: 91842653

Description: Toon-transformed skull general.

730 DARK-EYES ILLUSION

Level: 1 | Attack: 0
Element: Dreams | Defense: 0
Type: Magician | Deck Cost: 0
Code: 38247752

Description: Required for offer.

731 RELINQUISHED

Level: 1 | Attack: 0
Element: Devine | Defense: 0
Type: Magician | Deck Cost: 255
Code: 64631466

Description: Special effect: Robs the Power of the strongest enemy.

732 JIGEN BAKUDAN

Level: 2 | Attack: 200
Element: Dreams | Defense: 1000
Type: Pyro | Deck Cost: 12
Code: 90020065

Description: Makes a blast that affects allies.

733 THOUSAND-EYES IDOL

Level: 1 | Attack: 0
Element: Dreams | Defense: 0
Type: Magician | Deck Cost: 0
Code: 27125110

Description: Numerous eyes stop enemy movement.

734 THOUSAND-EYES REST

Level: 1 | Attack: 0
Element: Devine | Defense: 0
Type: Magician | Deck Cost: 255
Code: 63519819

Description: Special effect: Steals opponent's strongest in play.

735 STEEL OGRE GROTTO #2

Level: 31 | Attack: 1900
Element: Earth | Defense: 2200
Type: Machine | Deck Cost: 31
Code: 90908427

Description: Mech golem with thick metal arms.

736 BLAST SPHERE

Level: 4 | Attack: 1400
Element: Pyro | Defense: 1400
Type: Machine | Deck Cost: 28
Code: 26302522

Description: Metal-based blast sphere.

737 HYOZANRYU

Level: 7 | Attack: 2100
Element: Earth | Defense: 2800
Type: Dragon | Deck Cost: 29
Code: 15025844

Description: Dragon armored with diamond hide.

738 ALPHA THE MAGGOT WARRIOR

Level: 4 | Attack: 1400
Element: Earth | Defense: 1700
Type: Rock | Deck Cost: 31
Code: 99785935

Description: Alpha+Beta+Gamma.

739 LEGION THE FIEND JESTER

Level: 4 | Attack: 1300
Element: Fiend | Defense: 1500
Type: Magician | Deck Cost: 28
Code: 25280974

Description: Effortlessly ducks enemy attacks.

740 INVITATION TO A DARK DREAM

Level: 5 | Attack: 1500
Element: Dreams | Defense: 1800
Type: Magician | Deck Cost: 23
Code: 52675689

Description: Special effect: Puts enemies to sleep.

741 LORD OF DRAGONS

Level: 4 | Attack: 1200
Element: Shadow | Defense: 1100
Type: Magician | Deck Cost: 23
Code: 17985575

Description: Has the power to rule over dragons

742 R. EYES B. METAL DRAGON

Level: 8 | Attack: 2800
Element: Shadow | Defense: 2400
Type: Machine | Deck Cost: 32
Code: 64335804

Description: Stronger R.eyes Black Dragon.

743 BARREL DRAGON

Level: 7 | Attack: 2600
Element: Shadow | Defense: 2200
Type: Machine | Deck Cost: 28
Code: 81480460

Description: Equipped for extra firepower.

744 HANNIBAL NECROMANCER

Level: 5 | Attack: 1400
Element: Shadow | Defense: 1800
Type: Magician | Deck Cost: 22
Code: 05640330

Description: Formed by souls of the departed.

745 PANTER WARRIOR

Level: 6 | Attack: 2000
Element: Shadow | Defense: 1600
Type: Beastwar | Deck Cost: 26
Code: 42035044

Description: Attacks enemies at very high speeds.

746 THREE-HEADED GEEDO

Level: 4 | Attack: 1200
Element: Fiend | Defense: 1400
Type: Fiend | Deck Cost: 26
Code: 78423643

Description: Has a head that keeps growing back.

747 GAZELLE THE KING OF DREAMS

Level: 4 | Attack: 1500
Element: Dreams | Defense: 1200
Type: Beast | Deck Cost: 27
Code: 05818798

Description: Rules over dream world's monsters.

748 STONE STATUE OF ANCIENTS

Level: 4 | Attack: 300
Element: Earth | Defense: 2000
Type: Rock | Deck Cost: 23
Code: 31812496

Description: An ancient sacrificial altar.

749 BERFOMET

Level: 5 | Attack: 1400
Element: Fiend | Defense: 1800
Type: Fiend | Deck Cost: 22
Code: 77207191

Description: Monster with wings to rule the winds.

750 CHIMERA THE FLYING

Level: 6 | Attack: 2100
Element: Dreams | Defense: 1800
Type: Beast | Deck Cost: 29
Code: 04796100

Description: Monster with a 5-minute lifespan.

751 GEAR GOLEM THE MOVER

Level: 5 | Attack: 800
Element: Earth | Defense: 2200
Type: Machine | Deck Cost: 20
Code: 30190809

Description: Has exceptional defense and speed.

752 JINZO

Level: 6 | Attack: 2400
Element: Thunder | Defense: 1500
Type: Machine | Deck Cost: 29
Code: 77585513

Description: Abondoned its humanity for Power.

753 SWORDSMAN OF LANDS

Level: 3 | Attack: 500
Element: Light | Defense: 1200
Type: Warrior | Deck Cost: 17
Code: 03573512

Description: Fairy warrior with strange powers.

754 CYBER RAIDER

Level: 4 | Attack: 1400
Element: Thunder | Defense: 1000
Type: Warrior | Deck Cost: 24
Code: 39978267

Description: Vile villain from a virtual world.

755 THE FIEND MEGACYBER

Level: 5 | Attack: 2200
Element: Fiend | Defense: 1200
Type: Warrior | Deck Cost: 24
Code: 66362965

Description: Spawned from magic and electonics.

756 REFLECT BOUNDER

Level: 4 | Attack: 1700
Element: Fiend | Defense: 1000
Type: Magician | Deck Cost: 27
Code: 02851070

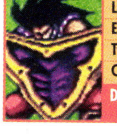
Description: Uses a mirror that reflects attacks.

757 BETA THE MAGNET WARRIOR

Level: 4 | Attack: 1700
Element: Earth | Defense: 1600
Type: Rock | Deck Cost: 33
Code: 39256679

Description: Alpha+Beta+Gamma=???

758 BIG SHIELD GARDNA



Level: 4 | Attack: 100
Element: Earth | Defense: 2600
Type: Warrior | Deck Cost: 27
Code: 15025844

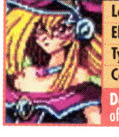
Description: Legendary shield.

759 DOLL OF DEMISE

Level: 5 | Attack: 800
Element: Forest | Defense: 2000
Type: Fiend | Deck Cost: 28
Code: 91635482

Description: A discarded doll reborn for revenge.

760 DARK MAGICIAN GIRL



Level: 6 | Attack: 2000
Element: Shadow | Defense: 1700
Type: Magician | Deck Cost: 27
Code: 38033121

Description: Special effect: Power-up by # of D. magician in hand.

761 ALLIGATOR'S SWORD

Level: 4 | Attack: 1500
Element: Wind | Defense: 1200
Type: Beast | Deck Cost: 27
Code: 64428736

Description: Wields a powerful dragon sword.

762 INSECT QUEEN

Level: 7 | Attack: 2200
Element: Forest | Defense: 2400
Type: Insect | Deck Cost: 26
Code: 91512835

Description: Special effect: Power-up by # of own insects played.

763 PARASITE PARACIDE

Level: 2 | Attack: 500
Element: Forest | Defense: 300
Type: Insect | Deck Cost: 8
Code: 27911549

Description: Multiplying Parasite.

764 SKULL-MARK LADYBUG

Level: 3 | Attack: 500
Element: Fiend | Defense: 1500
Type: Insect | Deck Cost: 20
Code: 64306248

Description: Wings carry the image of a skull.

765 TINY GUARDIAN

Level: 5 | Attack: 1400
Element: Light | Defense: 1800
Type: Warrior | Deck Cost: 22
Code: 90790253

Description: Sharp eyes that don't miss a move.

766 PINCH HOPPER

Level: 4 | Attack: 1000
Element: Forest | Defense: 1200
Type: Insect | Deck Cost: 22
Code: 26185991

Description: Brings help when needed.

767 BLUE-EYES TOON DRAGON

Level: 8 | Attack: 3000
Element: Light | Defense: 2500
Type: Dragon | Deck Cost: 35
Code: 53183600

Description: Toon-formed B.eye White Dragon.

768 THE UNHAPPY MAIDEN

Level: 1 | Attack: 0
Element: Light | Defense: 100
Type: Magician | Deck Cost: 1
Code: 51275027

Description: Barely scrapes by.

769 WALL OF ILLUSION

Level: 4 | Attack: 1000
Element: Dreams | Defense: 1850
Type: Fiend | Deck Cost: 28
Code: 13945283

Description: Uses illusions to curb attacks.

770 NEO THE MAGIC SWORDSMAN

Level: 4 | Attack: 1700
Element: Earth | Defense: 1000
Type: Magician | Deck Cost: 27
Code: 50930991

Description: Not bad with both sword and sorcery.

771 MAN-EATING TREASURE

Level: 4 | Attack: 1600
Element: Dreams | Defense: 1000
Type: Fiend | Deck Cost: 26
Code: 13723605

Description: Once it bites, it doesn't let go.

772 SORCERER OF THE DOOMED

Level: 4 | Attack: 1450
Element: Shadow | Defense: 1200
Type: Magician | Deck Cost: 26
Code: 49218300

Description: Ancient wizard who feeds on souls.

773 SWORD HUNTER

Level: 6 | Attack: 2450
Element: Earth | Defense: 1700
Type: Warrior | Deck Cost: 31
Code: 51345461

Description: Warrior searching for a master swords.

774 DRILL BUG

Level: 2 | Attack: 1100
Element: Earth | Defense: 200
Type: Insect | Deck Cost: 13
Code: 88733579

Description: Enters enemy and drains life fluids.

775 DEEPSEA WARRIOR

Level: 5 | Attack: 1600
Element: Aqua | Defense: 1800
Type: Warrior | Deck Cost: 24
Code: 24128274

Description: A warrior from the deep seas.

776 BITE SHOES

Level: 2 | Attack: 500
Element: Fiend | Defense: 300
Type: Fiend | Deck Cost: 8
Code: 50122883

Description: Wear it and kiss your foot goodbye.

777 SPIKEBOT

Level: 5 | Attack: 1800
Element: Shadow | Defense: 1700
Type: Magician | Deck Cost: 25
Code: 87511987

Description: Armed with a 1-ton steel ball.

778 OOASHI

Level: 4 | Attack: 1300
Element: Fiend | Defense: 1300
Type: Beast | Deck Cost: 23
Code: 13906696

Description: Loves to step on and crush enemies.

779 SATELLITE CANNON

Level: 5 | Attack: 2000
Element: Thunder | Defense: 1500
Type: Machine | Deck Cost: 25
Code: 50400231

Description: Fires blasts from its orbit in space.

780 MUTANT CRAB

Level: 4 | Attack: 950
Element: Aqua | Defense: 1200
Type: Fiend | Deck Cost: 21
Code: 86495330

Description: Genetic experiment gone wild.

781 BRAIN CONTROL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 200
Code: 87910978

Description: Takes best enemy monster for 1 turn.

782 ANTI RAIGEKI

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Trap | Deck Cost: 20
Code: 42364257

Description: Redirects thunder to destroy enemies.

783 BLACK ILLUSION RITUAL

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Ritual | Deck Cost: 0
Code: 41426869

Description: Offer Dark Eyes Illusion, etc...

784 CHANGE OF HEART

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost:0
Code: 40703222

Description: Uses enemy's strongest monster.

785 MULTIPLY

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost:0
Code: 40703222

Description: Covers the field with Kuribos.

786 EXILE OF THE WICKED

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 50
Code: 26725158

Description: Destroys all fiend monsters.

787 LAST DAY OF WITCH

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 50
Code: 90330453

Description: Destroys all magic-user monsters.

788 RESTRUCTOR REVOLUTION

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 30
Code: 99518961

Description: Damage = (200 x # of enemy field cards).

789 POT OF GREED

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 200
Code: 55144522

Description: Draw up to two cards if hand allows it.

790 THE INEXPERIENCED

Level: N/A | Attack: N/A
Element: N/A | Defense: N/A
Type: Magic | Deck Cost: 10
Code: 81820689

Description: Look at opponent's hand.

791 GATE SWORD

Level: 6 | Attack: 1800
Element: Fiend | Defense: 1950
Type: Warrior | Deck Cost: 27
Code: 46211326

Description: A touch of this sword will cut.

792 STEEL FAN FIGHTER

Level: 6 | Attack: 2200
Element: Wind | Defense: 1850
Type: Warrior | Deck Cost: 30
Code: 13616074

Description: Wields a steel fan.

793 LEOPARD GIRL

Level: 6 | Attack: 1950
Element: Forest | Defense: 1700
Type: Beastwar | Deck Cost: 26
Code: 49000779

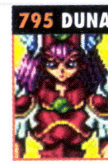
Description: Swiftly attacks from behind.

794 THE LAST WARRIOR FROM

Level: N/A | Attack: 2350
Element: Fiend | Defense: 2300
Type: Warrior | Deck Cost: 26
Code: 86099788

Description: Last to survive and defend home planet.

795 DUNAMES DARK WITCH



Level: 4 | Attack: 1800
Element: Light | Defense: 1050
Type: Fairy | Deck Cost: 28
Code: 12493482

Description: Fights to the end if necessary.

796 GARNECIA ELEFANTIS

Level: 7 | Attack: 2400
Element: Earth | Defense: 2000
Type: Beastwar | Deck Cost: 24
Code: 49888191

Description: Wields awesome power.

797 TOTAL DEFENSE SHOGUN

Level: 6 | Attack: 1550
Element: Shadow | Defense: 2500
Type: Warrior | Deck Cost: 30
Code: 75372290

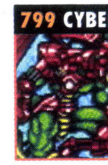
Description: Brave general who fought 1000 wars.

798 BEAST OF TALWAR

Level: 7 | Attack: 2400
Element: Fiend | Defense: 2150
Type: Fiend | Deck Cost: 25
Code: 11761845

Description: Only a master can use this Talwar.

799 CYBER-TECH ALLIGATOR



Level: 5 | Attack: 2500
Element: Wind | Defense: 1600
Type: Machine | Deck Cost: 31
Code: 48766543

Description: A winged cyborg dragon.

800 TALONS OF SHURILAN

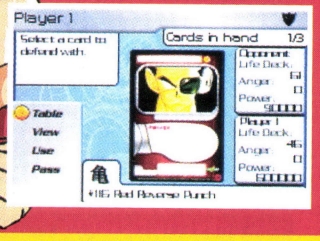
Level: 6 | Attack: 2100
Element: Dreams | Defense: 2050
Type: Fiend | Deck Cost: 31
Code: 74150658

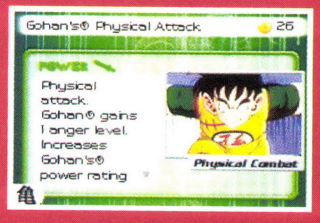
Description: Lethal claws that end life.

DRAGON BALL Z

"Stop "dragon" those cards around and get into card-crazy Dragon Ball Z for the GBA."

Dragon Ball Z: Collectible Card Game is the latest craze with the youngsters these days, so it's only appropriate that Infogrames brings this craze to the Game Boy Advance. Coupled with Dragon Ball Z: The Legacy of Goku for the Game Boy Advance, now's a great time to be an owner of Nintendo's handy little portable supermachine.





FACT FILE

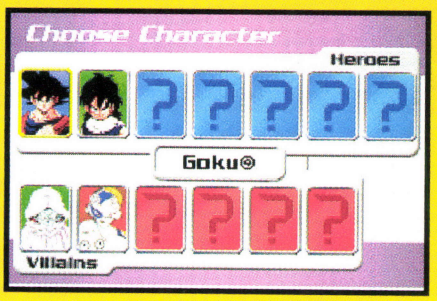
DRAGON BALL Z

- **Publisher:** Infogrames
- **Players:** 1
- **Release:** Available Now
- **Genre:** Adventure
- **Website:** www.us.infogrames.com

GAME BOY ADVANCE **GBA**

HOW TO PLAY

The basic premise of *Dragon Ball Z: Collectible Card Game* is simple. Each player starts off with a certain amount of "life deck points" (the number you get depends on the type of deck you start off with). When you first start playing the game, you have the option assuming the identity of Goku, Gohan, Garlic Jr. or Freiza. You can use each character's unique Starter Deck or build your own deck (which we'll get into later). If you aren't into building your own card deck right now, the best choices are either Freiza or Goku.

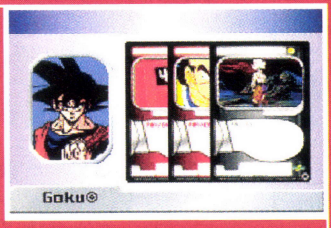


PHASE FOUR

There are a total of four phases in Dragonball Z: Collectible Card Game: Draw, Non-Combat, Combat and Discard. Players take a turn to go through all three of these phases while their opponent has the ability to counterattack during the Combat phase.

Draw

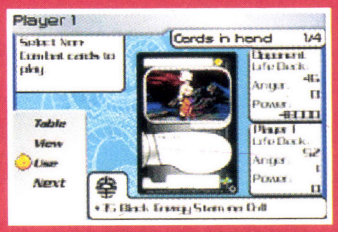
Before you do anything else in your turn, you'll have to draw cards. During this phase, the active player (you) will draw three cards from the life deck. Although you'll only have three cards in your hand at the beginning of the game, later on you can hold four or more cards at a time.



Hopefully, you'll draw powerful cards.

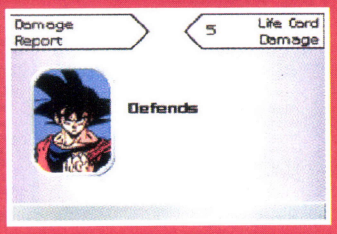
Non-Combat

The Non-Combat phase is a prelude to the actual combat itself. During this phase you can set down Drill, Dragonball, Ally, Battleground and Location cards from your hand and put them into play. This phase is the only time when you can use your Non-Combat cards (unless it's stated on the card itself that it can be used at another time).



Combat

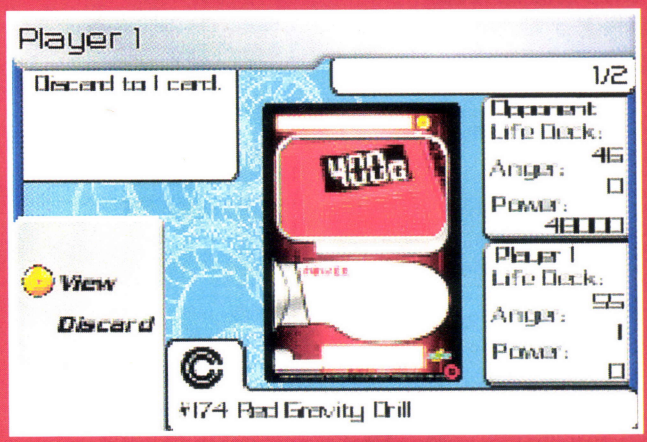
After the Non-Combat phase has taken place, you can decide whether you want to fight like a man, or forfeit your turn over to your opponent. Unless you're asking for a loss, it's best to just select Attack and go to the next phase of battle. When you have chosen to Attack, you can select the card that you want to attack with. Once this is done, your opponent will draw three cards and select one to use to defend against your attack (if they are able to), and then it will be your turn to defend. Your opponent will have the opportunity to play one of their three cards to attack you, so make sure you can defend against it. Keep in mind that you don't have to defend against all of your opponent's attacks. f an incoming attack won't hurt you too much, it would be best to let it go and save your card for the next attack.



"Guldo attacks you with a physical attack card... but you don't have the proper defense, therefore you take a ton of damage!"

Discard

Discard is the final phase of combat. In most situations, both players will discard all of their cards except for one; however, there are certain cards in the game that will end the combat phase early and allow a player to keep all of their cards for the next phase of combat (we'll discuss this again later on).

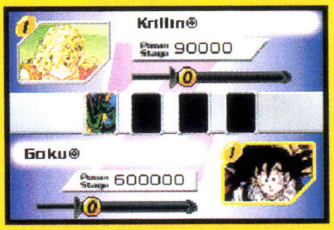


ATTACK TYPES

There are two types of attacks in the game: Physical and Energy attacks. This is an extremely important thing to remember when you are facing computer-controlled opponents as well as your friends.

Another thing to keep in mind is your character's "Anger" level. Many cards in your deck will raise your character's Anger level, which will also raise his power level, giving him the ability to inflict more damage.

There are a total of three ways you can win in *Dragonball Z: CCG*: Obtain a Survival Victory (where you deplete your opponent's life deck to zero); Capture all seven types of Dragonball cards; Or achieve the top power level in your game. Although Survival Victory is by far the most common way of winning a game, you shouldn't rule out using the other methods.



See those meters? That's your anger meter. Get it up to maximum power and you win the game!

TIPS FOR BUILDING YOUR FIRST CUSTOM DECK

When you first start off with deck building, you're able to access 156 of the 300 or so cards in the game. What you'll want to do first is decide what you want your playing style to be. Do you want to be the ultra-defensive player that will hold your ground until the right opportunity comes along, or do you want to be the type of player that goes with a full out offense and thinks of defense as something for wimps?

Early on, the best way to get through your first computer-controlled opponents is to constantly fine-tune your deck to focus on defending against their strengths. You should try to focus on using either physical attack cards or energy attack cards. Using a healthy mixture of both can be rewarding, but not with the type of cards you start off with. Save it for later opponents.

The most important thing to remember is how all of the elemental colors react with each other. A Red card is usually good at raising your anger level, while a White card is great for defensive purposes. Keep this in mind when building your own life deck.

GOKU'S RED 'N' WHITE DECK

If you want to go with heavy doses of physical attacks, try the deck listed below.

MAIN PERSONALITY:
Level 1 Goku, The Leader
Level 2 Goku, The Defender
Level 3 Goku, The Protector

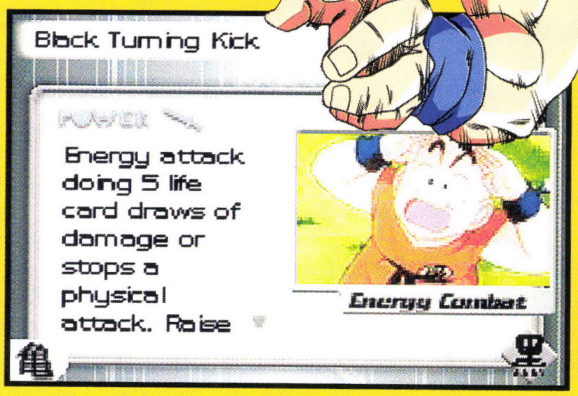
ALLIES:
Level 1 Gohan The Furious

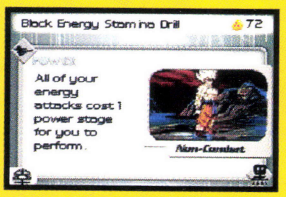
PHYSICAL COMBAT:
3 Red Reverse Punch
3 Red Knife Hand
3 Red Palm Heel Strike
2 Gohan's Ready
2 Red Power Rush
2 Red Face Upheaval
2 Red Lightning Slash
3 Gohan's Energy Defense
3 Red Knee Strike
1 Trunks Sword Position 2
2 Trunks High Strike
1 Saiyan Truce Card
2 Black Turning Kick

ENERGY COMBAT:
3 Red Energy Blast
1 Red Eye Laser Assault
3 Black Turning Kick
1 Vegeta's Jolting Slash

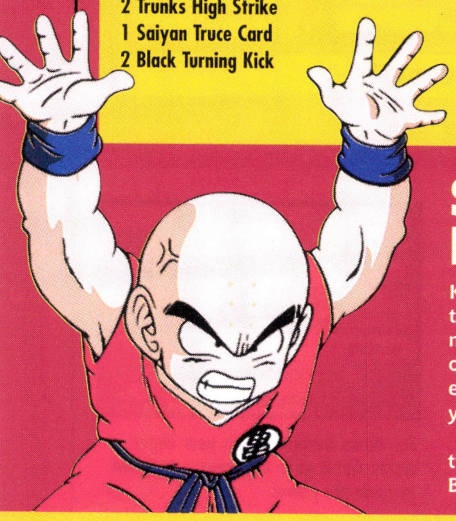
COMBAT:
2 Yamcha's Skillful Defense
2 Mother's Touch
1 Black Defensive Aura
1 Trunk's Energy Sphere

NON-COMBAT:
1 Baba's Energy Blast
1 Black Stamina Energy Drill
1 Burning Rage!
1 A Hospital Stay
1 Gohan Spots the Imposter Drill
1 Goku's Ready
3 Power Up The Most!
1 Hero Enraged!





These are some of the best cards when you first start the game. Pair these with your favorite cards for interesting results!



SOME OTHER TIPS YOU SHOULD REMEMBER WHEN BUILDING YOUR DECK

Keep in mind that every deck that you build must have a minimum of 50 cards and maximum of 75 cards, including all the levels of the Main Personality cards you have.

Make sure you stick to one or two primary element colors. Balancing your deck with every color might be a tempting thing to do, but in the end your overall game will be weaker because you don't possess that many strengths. At the very most use three element colors, with the third one being a secondary element (2 – 5 cards in your deck).

If you're building a deck with mainly physical attack cards, make sure to beef up your defense with energy defense cards, and vice versa. Many of your combat cards (such as the Black Turn Kick) can actually be used to stop physical attacks as well.

THE ESRB VIDEO & COMPUTER GAME RATINGS

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Learn more about the Entertainment Software Review Board rating system and how games get rated on **www.esrb.org.**

EARLY CHILDHOOD

Titles rated "Early Childhood (EC)" have content that may be suitable for children ages three and older and do not contain any material that parents would find inappropriate.

EVERYONE

Titles rated "Everyone (E)" have content that may be suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language.

TEEN

Titles rated "Teen (T)" have content that may be suitable for persons ages 13 and older. Titles in this category may contain violent content, mild or strong language, and/or suggestive themes.

MATURE

Titles rated "Mature (M)" have content that may be suitable for persons ages 17 and older. These products may include more intense violence or language than products in the Teen category. In addition, these titles may also include mature sexual themes.

ADULTS ONLY

Titles rated "Adults Only (AO)" have content suitable only for adults. These products may include graphic depictions of sex and/or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18.

RATING PENDING

Product has been submitted to the ESRB and is awaiting final rating.

This message is brought to you by the Editors of:

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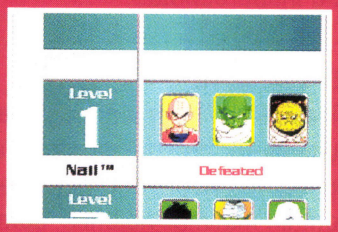
First Strike

Now that you've completed your very own decks, it's time to put them to good use in the 1 Player mode. The first three opponents you'll face are Krillan, Nail and Guldo, and they will all push you to the absolute limit, especially when you only have a limited selection of cards to start off with to build your deck.



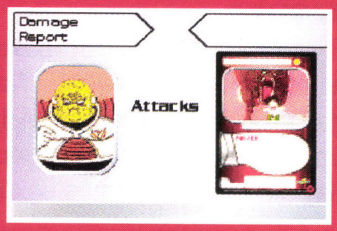
One down, two more to go!

Guldo 46 Life Deck Points

PROFILE: Guldo is a short, four-eyed member of the elite mercenary group known as the Ginyu Force. He has the ability to freeze time for those around him by holding his breath. Guldo almost destroys Krillin and Gohan with his time freeze, but Vegeta steps in and saves them both. Like all of the Ginyu Force, Guldo takes posing very seriously. He is the first member of the Ginyu Force to be eliminated.

Make no mistake about it, Guldo is all about the physical attacks, and nothing more. The most important thing to remember about fighting Guldo is that every single card that he throws at you will be a physical attack. He'll even go so far as to use his Drill cards as a Final Physical Attack to inflict that little smidge of damage to you if need be. When Guldo is the active player, make it a point to do any type of life deck damage to him, or else he'll use his Guldo personality card against you at the end of the round to recall the last two cards he has played. Because he usually throws out a lot of attacking cards, the odds that he'll recall two more attack cards are very high.

If you need to, fine-tune your deck to ward off these deadly physical attacks while focusing on energy attacks and you should do just fine. Cards such as A Mother's Touch and Yamcha's Skillful Defense are great to use because if they are successful in deflecting one physical attack, they'll do the same for each subsequent physical attack for the entire turn. Guldo has the lowest amount of life deck points out of the first three opponents you'll face, so he shouldn't be too much of a challenge if you play smart.



Guldo likes his physical attacks. Defend them and watch out for his personality card.

Nail 58 Life Deck Points

PROFILE: The strongest Namekian warrior on the planet Namek, he is the personal guardian of the Great Elder (Guru). When he was defeated by Freiza on the planet Namek, Nail and Piccolo merge together to in order to battle their common foe. While Piccolo retains his appearance, Nail shows up a couple of times in critical situations. While he may have been the strongest warrior on Namek, the fusion between him and Piccolo has created an even more powerful warrior.

Nail is a hybrid character, capable of using both physical and energy attacks, so you'll have to prepare for him accordingly. His deck consists mainly of Black and White element cards, with his Black cards used for attacks and his White cards for attacks and defense. A Red or Blue deck will do a fairly good job here.

Like Guldo, make sure you're able to do at least one life deck point of damage against him, or else Nail will call out his personality card and hit you hard. Nail's personality card is an energy attack card, so if you haven't inflicted any damage on him early on and you have an energy defense card handy, save it for when he pulls out this card.

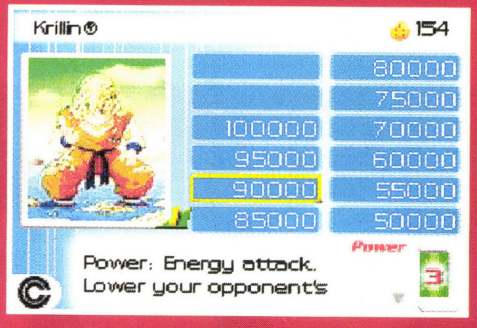
Because of Nail's hybrid nature, this battle will probably be the longest out of the three you'll face in the first level, but if you've tuned your deck properly, you shouldn't be in any grave danger at any point during the match.

Krillan 64 Life Deck Points

PROFILE: Krillin first meets Goku in Dragonball, where they are rivals who both seek the training of Master Roshi. Krillin is a smart-aleck and often very sarcastic. He is considered by many to be the most comical character of DBZ (although some argue for Buu) because of his wise-cracks and usually terrible luck. Krillin is also arguably the strongest human in DBZ.

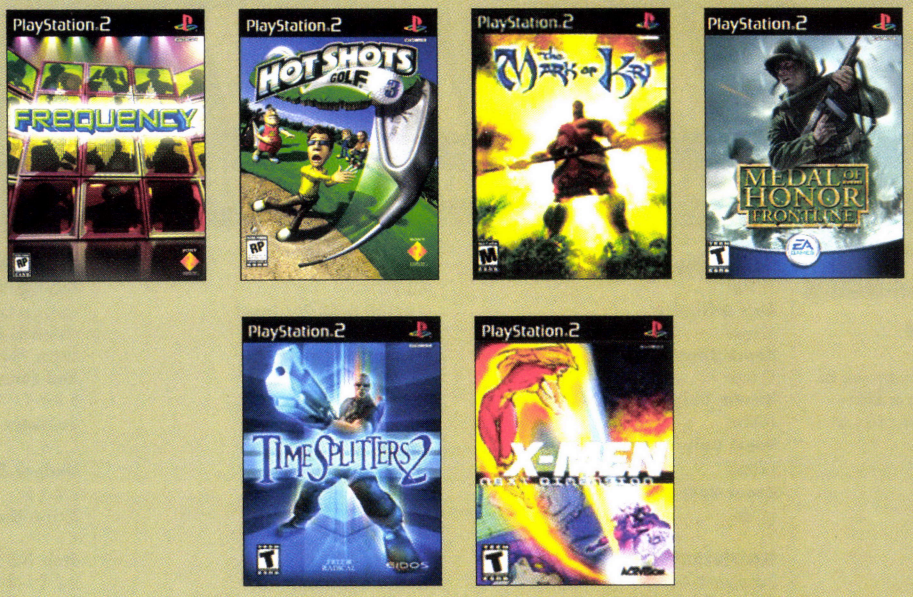
Krillan is by far the most powerful opponent in this trio of opponents, and worst of all he uses a lot of energy attacks, so you might have a tough time against him if you haven't fine-tuned your deck after your battles with Guldo and Nail. Watch out for the Orange Energy Dan Drill card that he'll most likely use in either Turn 1 or 2. This bad boy will knock off an additional life deck point from you if Krillan lands any attack on you. If you have a card that will discard Drill cards (such as the Red Lightning Slash card), make sure to use it as soon as possible.

While Krillan might seem intimidating right now, the best thing to do is to have a lot of energy defense cards coupled with physical attack cards. Krillan has some cards that can stop physical attacks (such as Yamcha's Skillful Defense), but for the most part physical attacks are his biggest weakness. Make sure to take advantage of it!



Krillan may look weak, but with this Drill card, he'll smoke you in no time, act fast and get rid of it!

IF YOU BOUGHT ALL THESE GAMES, IT WOULD COST ABOUT $250



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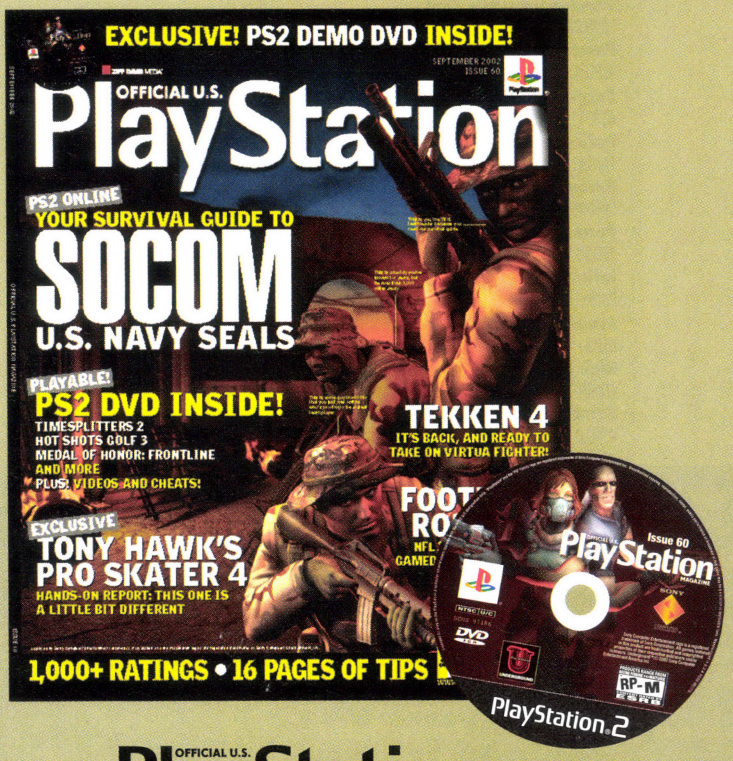

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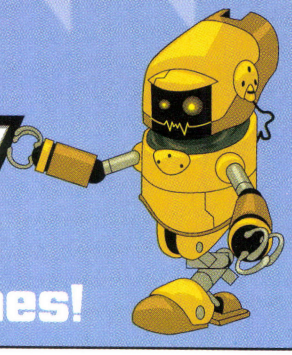


Brand New Tricks for Your Favorite Games!

GAMECUBE

BLOODY ROAR FURY

Secrets

To unlock the following characters play any mode the listed amount of times. This can easily be done by starting a game and then quitting it over and over again.

Ganesha
50 times
Cronos
100 times
Kohryu
150 times
Uranus
200 times

Cheats

Clear Arcade Mode the listed amount of times. You can use any character you wish and may continue as often as needed.

Movie Player
Once
COM Battle
Twice
Kids Mode
Three times
Big Heads
Four times
Big Arms
Five times
No Wall
Six times
Min Wall
Seven times
Final Round
Eight times
Low Speed
Nine times
High Speed
10 times
No Blocking
11 times
Max Difficulty
12 times
Knock Down Battle
13 times
Human Only
14 times
Beast Only
15 times
Hyper Only
16 times

GAUNTLET: DARK LEGACY

Password Codes

Enter any of the following passwords as your player name.

Invincibility
INVULN
Permanent Super Shot
SSHOTS
Permanent Triple Shot
MENAGE
Permanent Reflect Shot
REFLEX
Permanent Pojo
EGG911
Permanent Anti-Death
1ANGEL
Permanent Invisibility
000000
Permanent X-ray Vision
PEEKIN
Infinate Turbo
PURPLE
Growth and Shrink Enemy
DELTA1
Nine Potions and Keys on Each Level
ALLFUL
Extra Speed
XSPEED
Rapid Fire
QCKSHT
10,000 Gold Per Level
10000K
General
ICE600
S&M Dwarf
NUD069
Smiley Face
STX222
Chainsaw Guy
KJH105
Punkrocker
PNK666
Battle General
BAT900
Ninja
TAK118
Waitress
KAO292
Quarterback
RIZ721
Karate Guy
SJB964
Black Outfit and Cape
DARTHC
Town General
TWN300
Japanese School Girl
AYA555
Cheerleader
CEL721
Castle General
CAS400
Mountain General
MTN200
Rat Head Warrior
RAT333
Garm
GARM99

THE SIMPSONS: ROAD RAGE

Button Codes

While in the options menu, hold the L- and R-Shoulder buttons, then press the following button combinations.

Red Soapbox Car
B, B, Y, X
Smithers in Mr. Burn's Car
B, B, Y, Y
Nuclear Bus
B, B, Y, A
Extra Money
Y, Y, Y, Y
Stop Time
X, B, Y, A (Press R-Shoulder to start, stop and reset the timer.)
Extra Camera Views
B, B, B, B
Overhead View
X, X, X, Y
Nighttime Mode
A, A, A, A
Slow-motion Mode
A, X, B, Y
Flat Characters
X, X, X, X.
Show Collision Lines
B, B, A, A.

SUPER SMASH BROS. MELEE

Secret Characters

There's 11 secret characters in the game, and there's actually more than one way to unlock some of them. When you follow any of the methods listed below, the secret character will appear and challenge you. Once you defeat him, he will be unlocked.

Dr. Mario
Play 100 VS. matches OR beat Classic or Adventure Mode as Mario without continuing.
Falco Lombardi

SYSTEM
PS2

FREEKSTYLE

UNLOCK EVERYTHING

TRICK OF THE MONTH

From the main menu, access the Options, then select the Enter Codes option. Next, enter any of the following password codes for the results as shown.

Never Ending Freakout Time
allfreek
Every Bike
WHEELS
Every Track
trakmeet
No Bike
flysolo
Flames in Back of Bike
firesale
Rider Gets a Helmet
Helmet
Every Outfit
yardsale
Gravity is Low
FTAIL
Unlock Everything
LOKSMITH

Play 300 VS. matches OR defeat the 100-Man Melee Mode.

Ganondorf
Beat Event Match #29 (Triforce Gathering).

Jigglypuff
Beat Classic or Adventure Mode with any character.

Luigi
Beat Stage 1 of Adventure Mode (Mushroom Kingdom) when the timer shows a "2" in the last second's place (the fourth digit from the left). When you go to the next section of this stage (the fight against Mario and Peach), Luigi will jump into the battle and replace Mario. Defeat the pair within a minute and Luigi will challenge you again once you beat the Adventure Mode.

Marth
Play 70 VS. matches OR play Classic, Adventure or VS. Mode with each of the 14 normal characters.

Mewtwo
Play 700 VS. matches OR play VS. Mode for 20 hours

Mr. Game & Watch
You must first unlock all of the other characters. Then beat Classic, Adventure or Target Test Mode with them all.

Pichu
Play 200 VS. matches OR beat Event Match #37 (Legendary Pokémon).

Roy
Beat Classic or Adventure Mode as Marth without continuing

Young Link
Play 500 VS. matches OR beat Classic Mode with 10 different characters (two of which must be Link and Zelda).

RESIDENT EVIL

Infinite Grenades

Want infinite grenades of normal, flame and acid? The alchemy involved is tricky, only works in Once Again, and ruins the balance of the game. But that's why you're here, right?

Step 1: Take Acid, Flame rounds and the Launcher to an Item Box.

Step 2: Place the Launcher in the top-left item-list space. Put two grenades (of any type) in the last two inventory spaces. The third set is loaded in the Launcher.

Step 3: Leave the Item Box, equip the Launcher so it's your "weapon," then open the Item Box and scroll to an empty space. Put grenades in that space. Flick the cursor over the grenades, press A, and the cursor moves over your Launcher. Press A again and the Item Box grenades are loaded into your weapon and multiplied to 456! Swap them and repeat for more!

Secret Modes

We purposely left out an explanation for the "Once Again" mode because it replaces the regular game on your second play-through. In addition to changing the name of the regular game to "Once Again," you'll get a new title screen.

REAL SURVIVOR

How Do I Unlock It?
Complete the game once with either character. The game must be on the "Normal" difficulty setting.

What Is It?
This is the regular game on an insanely hard difficulty. The enemies are tougher, there is less ammo, and there are fewer health items. Your weapon targeting no longer "auto-tracks," and the Item Boxes are no longer magically interconnected.

INVISIBLE ENEMY

How Do I Unlock It?
Complete the game on "Normal" twice with the same character.

What Is It?
Just like it sounds, all of the enemies are now invisible. The sounds are still in place, so you can do at least a *little bit* of audible tracking. You really need to master all enemy locations to have a shot at completing this mode. The trick is finding out which ones you actually NEED to kill.

ONE DANGEROUS ZOMBIE

How Do I Unlock It?
Complete the game on "Normal" with both Chris and Jill.

What Is It?
Once unlocked, this mode will overwrite your regular game mode. So if you go to the "Once Again" option, you'll automatically be entering it. The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often, and he can't be killed.

TONY HAWK'S PRO SKATER 3

Passwords

Choose the "Cheats" selection from the "Options" menu and enter the following case-sensitive passwords. If entered correctly, you will hear the sound of money being collected.

Open Cheat Menu
MARKEDCARDS (Pause the game to bring up a menu and select the Cheats option. Press A to toggle the options).

Super Stats
MAXMEOUT

Unlock All Characters
FREAKSHOW

Unlock Every Single Movie

From the main menu, select Options, then Cheats. Enter POPCORN.

Pirate Skating

Go to Skater Island and find the two flags that are side by side. Grind the one with the skull and crossbones on it, then one of the garage doors will open, and the pirates will come out.

Unlocking Secrets

Complete all 54 goals and get a gold medal at every compound.

Unlockable Modes

To unlock these modes, beat the game the prescribed number of times.

Always Special Mode
Beat the 12 game times.

Perfect Rail Balance Mode
Beat the game 13 times.

Maxed-Out Stats Mode
Beat the game 14 times.

Giant Mode
Beat the game 15 times.

Perfect Manual Balance Mode
Beat the game 17 times.

Tiny Mode
Beat the game 18 times.

Moon Mode
Beat the game 19 times.

Expert Mode
Beat the game 20 times.

First-Person Mode
Beat the game 22 times.

Unlock Darth Maul

Complete all 54 goals and earn golds at each competition with one skater.

Get Skater From Hell

Do the same thing you did to unlock the other characters. Beat the game 10 times with 10 skaters.

Unlock Wolverine

Complete all 54 goals and get all golds at each competition with two different skaters.

Unlock the Bum

Complete all 54 goals and get a gold medal at each competition with seven skaters.

Unlock Officer Dick

Complete the 54 goals and get a gold at each competition with four different skaters.

Unlock Private Carrera

Do the same thing you did to unlock Officer Dick, but do it with one more skater

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

Stage Select and Unlockable Ships

From the main menu, go to the Options screen, then move down and access the Passcodes option. Put in the passcodes as follows. *(Note: You will have to enter the first passcode and then enter the second passcode for each cheat before they will work).*

Stage Select
Put in !??QWTTJ for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in CLASSIC for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Black Cadillac
Put in !ZUVIEL! for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in !BENZIN! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Tie Fighter
Put in ZT?!RGBA for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in DISPSBLE for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Tie (Advanced) Fighter
Put in NYM!UUOK for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in BLKHLMT! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Naboo Fighter
Put in CDYXF!?Q for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in ASEPONE! for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Slave 1
Put in PZ?APBSY for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in IRONSHIP for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

Millennium Falcon
Put in MVPQIU?A for your password. Move to Enter Code and press button A. You will not hear R2D2 beep. On the same screen, put in OH!BUDDY for your passcode. Move to Enter Code and press button A. R2D2 will beep to confirm correct code entry.

XBOX

ARTIC THUNDER
Button Codes
These tricks will be present in the Race mode only. They will not work in Arcade or other modes of play.
Catchup mode
Y, X, Y, Y, X, START.
Grappling Hooks Mode
Y, Y, L, Y, Y, White, START.
Rooster Tails Mode
Black, R, L, White, X, START.
No Drones Mode
X, X, Y, Y, White, Black, START.
All Randoms
Black, R, X, Y, Black, R, START.
Atomic Snowball (all Missle mode)
X, X, X, White, Y, START.
Clone Mode
L, L, Y, White, Y, START.
All Invisible Mode
X, Y, X, R, Y, Y, START.
All Boost Mode
Y, Black, Black, Y, R, START.
Super Boost Wheelie
Y, White, X, R, X, L, START.
All Snow Bombs & Random Mode
Y, Y, Black, R, START.

CEL DAMAGE
Invincibility
Put in CODY for a name.
Various Cheats
Put in ENCHILADA! for a name.

GUANTLET X
Bonus Goodies
Enter any of the following passwords as your player name.
S&M Dwarf
NUD069
Happy Face
STX222
Chainsaw
KJH105
Punkrock
PNK666
Ninja
TAK118
Employee Stig
STG333
Waitress
KAO292
Ex-Employee Chris
CSS222
Football Dude
RIZ721
Manager Mike
DIB626
Karate Steve
SJB964
Created by Don
ARV984
Schoolgirl
AYA555
Cheerleader
CEL721
Rat Knight
RAT333
Regular Garm
GARM99
Sickly Garm
GARM00
Sumner
SUM224
Sky General
SKY100
Mountain General
MTN200
Town General
TWN300
Castle General
CAS400
Ice General
ICE600
Desert General
DES700
Battle General
BAT900

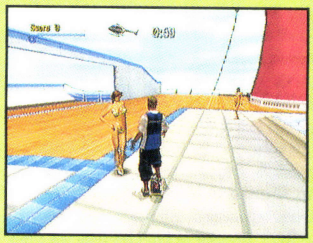
TONY HAWK'S PRO SKATER 3
Multiple Cheats

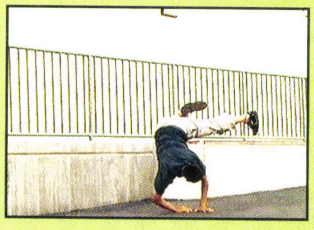
All Goals and Medals
From the main menu, access Career Mode and then access Choose Skater. Pick the skater of your choice and go back to the main menu. Next, access the Options. From the Options screen, access the Cheats option. Now put in your code as stiffcomp and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all the levels and give you all the goals and medals for the skater you chose. Do this method for each and every skater in the game to unlock all the hidden cheats in the game.

Every FMV Open
At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as ROLLIT and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all of the hidden Full Motion Video sequences in the game.

100% Stats
At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as juice4me and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock full stats for your skater.

All Decks
At the main menu, access the Options. From the Options screen, access the Cheats option. Now put in your code as neverboard and then choose the "accept changes" option. You will hear a cash register sound when the code is entered correctly. This will unlock all of your skater's decks.





NASCAR HEAT 2002
Enter these codes at the main menu screen. When entered properly the options on the screen will scroll off to the left anfd then back in to view.
Hardcore Realism Mode
Up, Down, Left, Right, White, Up, Down.
High Suspension
Up, Down, Left, Right, White, Left, Right.
Mini Cars
Up, Down, Left, Right, White, Down, Up.
Wire Frame Cars
Up, Down, Left, Right, White, Right, Left.
View Credits
Up, Down, Left, Right, White, Left(2).
Race as Richard Petty
Successfully complete all heat challenges with a bronze or higher rating to unlock Richard Petty.

NASCAR THUNDER 2002
Driver codes
Enter any of the following Fantasy Driver names at the create a driver screen to unlock them in Career Mode.
Joey Joulwan
Michelle Emser
Audrey Clark
Dave Alpern
Benny Persons
Troi Hayes
Buster Auton
Chuck Spicer
Crissy Hillworth
Daryl Wolfe
Dave Nichols
Diane Grubb
Jim Hannigan
Dick Paysor
Josh Neelon
Katrina Goode
Kristi Jones
Mandy Misiak
Rick Edwards
Rick Humphrey
Sasha Soares
Scott Brewer
Cheryl King
Tom Renedo
Traci Hultzapple
Ken Patterson
Extra Tracks
Boca Chica
Finish first in the points in the Road Course Challenge.
Devil's Canyon
Finish first in the points in the Short Track Challenge.
Cocoa Beach
Finish first in the points in the Superspeedway Shootout.
Albuquerque
Finish first in the points in the Full Season.
Bonus Drivers
Every time you successfully complete season mode two bonus drivers are unlocked. Complete season mode eight times to unlock all drivers.
Championship FMV
Successfully complete season mode 1 thru 8 times to unlock a championship win video that corresponds to that number of wins.

RALLISPORT CHALLENGE
Various Cheat
Bonus Cars
To get the bonus cars and some extra tracks without earning them, follow this method. On the main menu, choose "Start Game" and then choose "Create a New Profile." On this screen, enter your name as one of the following to unlock the bonus cars that you can use in Career Mode.
Classic
Put in your profile name as "TheGoodStuff" and then choose "OK." This will give you the Metro ER4, Peugeot 205 T16, Audi Quattro SI, and Lancia Delta S4 in Career Mode.
Expert
Put in your profile name as "WheelToWheel" and then choose "OK." This will give you the Saab 9-3 T16 4x4, Opel Astra T16 4x4, Ford Focus Rallycross, Citroen Xsara Rallycross, Mitsubishi Lancer EVO 65, Subaru Impreza Hill Climb, Lancia Delta Integrale, and Nissan Skyline in Career Mode.
Endurance
Put in your profile name as "TheLongHaul" and then choose "OK." This will give you the Peugeot 405 HC, Audi Quattro S1 HC, Suzuki Grand Vitara PP Special, and Toyota Tacoma HC and open the Endurance tracks in Career Mode.
Unlimited
Put in your profile name as "Geronimo" and then choose "OK." This will give you the Peugeot 405 T16 Hill Climb, Audi Quattro SI Hill Climb, Suzuki Grand

Vitara PP Special, and Toyota Tacoma HC in Career Mode.

SIMPSON'S ROAD RAGE

Bonus Goodies

Enter the following button combinations at the Options Menu. If you enter in a code correctly, you will hear a beep. (Note: Codes must be re-entered if you quit your current game and start over.)

Extra Cams
Hold L+R and press B, B, B, B.

2D Characters
Hold L+R and press X, X, X, X.

Night Time
Hold L+R and press A, A, A, A.

Debug Mode
Hold L+R and press B, B, A, A. While playing, the level will be filled with all sorts of red, green, and blue shapes (collision lines).

Slow-Motion Cars
Hold L+R and press Y, Y, Y, Y. All the cars except for the buses will be moving slower than normal.

Stop-Watch Mode
Hold L+R and press A, B, Y, X. In this mode there are no cars or objectives. Press L to start and stop the timer. You cannot pause and exit if the stopwatch reads zero.

Unlock Red Box Car
Hold L+R and press B, B, Y, X.

Unlock Nuclear Bus
Hold L+R and press B, B, Y, A.

Unlock Smithers
Hold L+R and press A, B, Y, X.

Unlockable Characters

You can unlock the holiday characters one of two ways. Either enter a button code at the Options Menu like you did for the other cheats, or change your XBOX's system clock to the appropriate date.

New Year's Krusty
Hold L+R and press B, B, X, Y.
01/01/02

Christmas Apu
Hold L+R and press B, B, X, B.
12/25/02

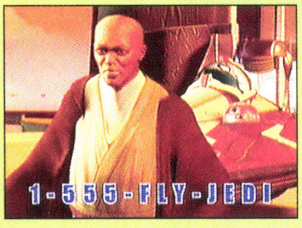
Thanksgiving Marge
Hold L+R and press B, B, X, X.
11/22/02

Halloween Bart
Hold L+R and press B, B, X, A.
10/31/02

STAR WARS: JEDI STARFIGHTER

Everything Unlocked

In the beginning, choose a name for your saved game, and then at the main menu screen, access the Options. On the Options screen, choose the Code option. Now put in your name as LONGO and press the Y button to confirm. You will see the words "Everything Unlocked" appear on the screen. Now all of the bonus features and acts in Story Mode will be unlocked and ready to play.



TRANSWORLD SURF

Various Cheats

Input during the game (Code Unlock first). *Warning: These are hard to get working.*

Temporary Code Unlock
Back, Up, Up, Down, Down, Left, Left, Right, Right, Up, Left, Down, Right, Up, Up, Left.

Green Surf
Back, Up, Down, Left, Right, Up, Left.

Easy Floating
Back, Up, Down, Left, Right, Right, Left.

Full Special Bar
Back, Up, Down, Left, Right, Down, Up.

Disco Light Show
Back, Up, Down, Left, Right, Down, RIght.

Different Colors
Back, Up, Down, Left, Right, Up, Right.

Disable Heads-Up Display
Back, Up, Down, Left, Right, Up, Right.

Paddle Faster
Back, Up, Down, Left, Right, Down, Down.

Invisible Board
Back, Up, Down, Left, Right, Left, Up.

Shark Surfing
Back, Up, Down, Left, Right, Right, Down.
Back (4) disables codes.

UFC TAPOUT

Unlockable Characters

Bruce Buffer
Win UFC mode with all characters.

John McCarthy
Win UFC mode with Bruce Buffer.

Mario Yamasaki
Win UFC mode with John McCarthy.

The Cat
Win four consecutive matches in Arcade mode.

Femme Fatale
Win eight consecutive matches in Arcade mode.

Ice-T
Win 16 consecutive matches in Arcade mode.

Mask
Win 27 consecutive matches in Arcade mode.

WWF SMACKDOWN!: JUST BRING IT

Play As Fred Durst

Choose Slobberknock Match. Then pick the Undertaker. Eliminate 15 opponents before the 10-minute timer expires. This will then unlock the Limp Bizkit front man himself. Who would have thought that he could wrestle?!

GAMESHARK CODES

MLB SLUGFEST 20-03

(M) Must Be On
0E3C7DF21853E59E
EE8D96B6BCD998AA

Home Team Score 0
CEA1CDBEBCA99B83

Home Team Score 20
CEA1CDBEBCA99B97

Away Team Score 0
CEA1CDBABCA99B83

Away Team Score 20
CEA1CDBABCA99B97

1 Out Per Inning
0EA1CD6EBCA99B83
CEA1CD6EBCA99B85

2 Outs Per Inning
0EA1CD6EBCA99B83
CEA1CD6EBCA99B84

1 Strike = Out
0EA1CD66BCA99B83
CEA1CD66BCA99B85

2 Strikes = Out
0EA1CD66BCA99B83
CEA1CD66BCA99B84

1 Ball = Walk
0EA1CD62BCA99B83
CEA1CD62BCA99B86

2 Balls = Walk
0EA1CD62BCA99B83
CEA1CD62BCA99B85

3 Balls = Walk
0EA1CD62BCA99B83
CEA1CD62BCA99B84

1 Out Per Inning-Home
0EA1D0FABCA99B84
0EA1CD6EBCA99B83
CEA1CD6EBCA99B85

2 Outs Per Inning-Home
0EA1D0FABCA99B84
0EA1CD6EBCA99B83
CEA1CD6EBCA99B84

1 Strike = Out-Home
0EA1D0FABCA99B84
0EA1CD66BCA99B83
CEA1CD66BCA99B85

2 Strikes = Out-Home
0EA1D0FABCA99B84
0EA1CD66BCA99B83
CEA1CD66BCA99B84

1 Ball = Walk-Home
0EA1D0FABCA99B84
0EA1CD62BCA99B83
CEA1CD62BCA99B86

2 Balls = Walk-Home
0EA1D0FABCA99B84
0EA1CD62BCA99B83
CEA1CD62BCA99B85

3 Balls = Walk-Home
0EA1D0FABCA99B84
0EA1CD62BCA99B83
CEA1CD62BCA99B84

1 Out Per Inning-Away
0EA1D0FABCA99B83
0EA1CD6EBCA99B83
CEA1CD6EBCA99B85

2 Outs Per Inning-Away
0EA1D0FABCA99B83
0EA1CD6EBCA99B83
CEA1CD6EBCA99B84

1 Strike = Out-Away
0EA1D0FABCA99B83
0EA1CD66BCA99B83
CEA1CD66BCA99B85

2 Strikes = Out-Away
0EA1D0FABCA99B83
0EA1CD66BCA99B83
CEA1CD66BCA99B84

1 Ball = Walk-Away
0EA1D0FABCA99B83
0EA1CD62BCA99B83
CEA1CD62BCA99B86

2 Balls = Walk-Away
0EA1D0FABCA99B83
0EA1CD62BCA99B83
CEA1CD62BCA99B85

3 Balls = Walk-Away
0EA1D0FABCA99B83
0EA1CD62BCA99B83
CEA1CD62BCA99B84

Inf Turbo-Home
CEA1EFD8BCA9DD4B

No Turbo-Home
CEA1EFD8BCA9DB83

Inf Turbo-Away
CEA1EFE4BCA9DD4B

No Turbo-Away
CEA1EFE4BCA9DB83

L1+L2 For Home Advantage
0EA12AF8BCA99582
CEA1CDBEBCA99B97
0EA12AF8BCA99582
CEA1CDBABCA99B83

R1+R2 For Away Advantage
0EA12AF8BCA99082
CEA1CDBEBCA99B83
0EA12AF8BCA99082
CEA1CDBABCA99B97

PLAYSTATION 2

AIR BLADE

Oscar
Get an "A" ranking in all levels.

JJ Sawyer
Get an "S" ranking in all levels.

Naomi
Get an "B" ranking in all levels.

The Insider
Storage level with a "B" ranking in all levels.

New Kat Outfit
Score Attack mode with high scores in all levels.

New Ethan Outfit
Finish Stunt Attack mode.

ALL-STAR BASEBALL 2002

Hidden Teams
From the main menu screen, choose MLB Play, and then choose Exhibition. On the team select screen, press L2+R2 simultaneously. You will hear a sound to confirm correct code entry. Now scroll through the teams until you reach the the Islanders and the Dingers.

Austin Dingers in Batting Practice
From the main menu screen, choose "Batting Practice." Next, move down, highlight Derek Jeter and then press the X button. On the player select screen, press L1+R1+L2+R2 simultaneously. Once you do this, the Austin Dingers team will appear. You can choose any player from this team to try out for batting practice.

ARMY MEN: AIR ATTACK 2

Final Password
From the main menu, choose "Continue Game," then scroll to the "Password" option. Once you're at the Password option, be sure to enter Up, X, Circle, Up, Left, Square, Circle, X. Now choose a Single or Co-operative game. You will then see that you are on Mission 20. Move Left to scroll through previous missions and select any one you want to play.

ARTIC THUNDER

Race Mode Codes
These tricks will be present in the Race mode only. They will not work in Arcade or other modes of play.

Random Power-Ups
On the mode select screen, press R1, R2, Square, Circle, R1, R2, START.

Catchup Code
On the mode select screen, press Circle, Square, Circle, Circle, Square, START.

Snowball Power-ups
On the mode selectscreen, press Square, Square, Square, L1, Circle, START.

Rooster Power-ups
On the mode select screen, press R1, R2, L2, L1, Square, START.

Snow Bomb Power-ups
On the mode select screen, press Circle, Circle, R1, R2, START.

Grappling Hook Power-ups
On the mode select screen, press Circle, Circle, L2, Circle, Circle, L1, Start.

Boost Power-ups
On the mode select screen, press Circle, R1, R1, Circle, R2, START.

No Drones
On the mode select screen, press Square, Square, Circle, Circle, L1, R1, START.

ATV OFFROAD FURY

Increase AI Difficulty
From the main menu, choose Pro-Career. Choose and empty slot and then put in ALLOUTAI for the name. After pressing "Done," you will be taken back to the main menu. Now when you race, your opponents will be more difficult to pass.

BALDER'S GATE: DARK ALLIANCE

Unlock Gauntlet Mode
Finish the game using any difficulty setting.

Unlock Extreme Mode
Finish the game using Gauntlet mode.

Level Up
Press and hold R3,triangle, R2, L1, and then press Left on the D-pad. This cheat automatically takes you to level 20, gives you access to all the feats (depending on the current number of slots available), and gives you level one feats on all of your character's class-dependant feats—and you'll get an additional 75,000 gold pieces. Man! Talk about an awesome trick.

Invulnerability and Warp
Use anytime during game. Press and hold R2, L1, Left d-pad, triangle and press the START button. This cheat when entered it will bring up a menu. You can choose invincibility and/or level warp.

Batman: Vengeance

Button Codes
Enter these codes at the main menu. If entered properly, a sound plays.

Cheat Mode
L2, R2, L2, R2, Square, Square, Circle, Circle.

Infinite Handcuffs
Square, Circle, Square, Circle, L2, R2, R2, L2.

Infinite Batlauncher
Circle, Square, Circle, Square, L1, R1, L2, R2.

Infinite Batarangs and Electric Batarangs
L1, R1, L2, R2.

BLOODY ROAR 3

Sudden Death Survival
Win nine fights in Survival Mode (Survival Mode only).

No Guard Battle
Earn first place in Arcade Mode (Survival and VS. Mode only).

Highest Difficulty
Finish Arcade Mode without continuing (Survival Mode only).

Knockdown Battle
Earn first place in Survival Mode after unlocking Sudden Death Survival (Survival and VS. Mode only).

High Speed Battle
Fight 100 battles in Survival mode with one character and get a place in the rankings.

Low Speed Battle
Fight once with each character and get a place in the rankings.

Hyper Beast Battle
Fight 10 battles in Arcade mode with one character and getting a place in the rankings.

Sumo Wrestling Battle
Fighting 20 battles in Survival mode with one character and gett a place in the rankings.

Unlock Kohryu
In Arcade Mode, beat the fourth stage without losing a round and Kohryu will appear as your opponent on the fifth stage.

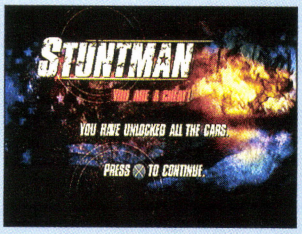
Unlock Uranus
In Arcade Mode, beat the last stage of the game without continuing. You will then fight Uranus on a special stage. You must defeat him to be able to play as him.

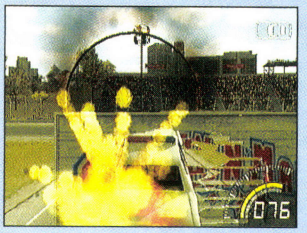
STUNTMAN
Access All Cars and Toys

From the main menu screen, choose the Stuntman Career option. Next, choose the New Game option and on the password screen, enter any one of these codes for the results as shown. *(Note: All of the codes are case-sensitive, so be sure to enter the upper and lower case letters exactly as shown to get the code to work).*

Access All Cars
Put in spiDER as your code to unlock every car in training modes and stunt constructor.

Access Every Toy
Put in MeFf as your code to unlock all of the toys in the stunt constructor.





CART FURY: CHAMPIONSHIP RACING

Button Codes
Enter these tricks from the select drivers screen.

More Cars
Press L1 to access alternate cars. The new cars you open while playing the game will also be present on this screen.

More Drivers
Press R1 to access alternate characters. In case you're not used to reading game manuals (check page 22 of your instructions), here are codes to enter on the Cheats screen.

Fog
R2, R1, X, Square, Square, Circle.

Big Head
Triangle, Square, Square, L2, L1, R2.

CRAZY TAXI

On the mode selection screen, choose Arcade or Original. Then enter these tricks as shown.

No Arrows
After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold R1+START until the driver selection screen appears. You will see "No Arrows" on the bottom-left side of the screen.

No Destination Mark
After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+START until the driver selection screen appears. You will see "No Destination Mark" on the bottom-left side of the screen.

Expert
After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+R1+START until the driver selection screen appears. You will see "Expert" on the lower-left side of the screen. This mode combines No Arrows and No Destination Mark.

Taxi Bike
On the driver select screen, quickly press L1+R1, L1+R1, L1+R1 and then choose your driver. You will hear a bike bell if you entered the code correctly. Now you will be picking up passengers on a bike instead of driving a taxi.

Another Day
On the driver select screen, press R1, then press and hold R1 while choosing a driver. You will see "Another Day" on the bottom-left side of the screen. The passengers and destinations will change.

View Changes
(Note: You must have a second controller plugged into port 2 of your PlayStation 2 for this trick to work.) In the middle of an Arcade or Original game, take controller 2 and hold L1+R1. While holding these buttons, press the one of the following buttons to see these new views.
First Person = Circle (Press Circle again for Rear View)
MPH = Square
Third Person = Triangle
Normal View = X

DAVE MIRRA FREESTYLE BMX 2

Enter the following codes on the main menu screen.

Alternate Outfits

Dave Mirra
Up, Down, Up, Down, Right, Left, Up, Up, Square.

Ryan Nyquist
Up, Down, Down, Left, Down, Up, Up, Down, Square.

Troy McMurray
Up, Down, Left, Down, Right, Left, Up, Left, Square.

Mike Laird
Up, Down, Right, Left, Right, Up, Up, Right, Square.

Tim Mirra
Up, Down, Right, Left, Left, Up, Down, Up, Square.

Leigh Ramsdell
Up, Down, Down, Left, Down, Down, Down, Left, Square.

Joey Garcia
Up, Down, Up, Left, Down, Right, Down, Right, Square.

Rick Moliterno

Up, Down, Up, Up, Up, Left, Up, Square.

Todd Lyons
Up, Down, Down, Right, Up, Left, Left, Down, Square.

John "Luc-E" Englebert
Up, Down, Left, Down, Left, Right, Left, Left, Square.

Scott Wirch
Up, Down, Right, Up, Down, Right, Left, Right, Square.

Colin Mackay
Up, Down, Right, Down, Up, Right, Right, Up, Square.

Zach Shaw
Up, Down, Left, Right, Down, Down, Right, Down, Square.

All Bikes Unlocked
Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square.

Hidden Riders

Mike Diaz
Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square.

Amish Boy
Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square.

Cool FMVs

Ryan Nyquist Movie
Left, Left, Down, Right, Down, Right, Up, Down, Square.

Tim Mirra Movie
Left, Left, Right, Up, Down, Left, Down, Up, Square.

Troy McMurray Movie
Left, Left, Left, Down, Up, Right, Up, Left, Square.

Dave Mirra Movie
Left, Left, Up, Right, Up, Left, Up, Up, Square.

Zach Shaw Movie
Left, Left, Left, Right, Left, Down, Right, Down, Square.

Rick Moliterno Movie
Left, Left, Up, Down, Right, Left, Left, Up, Square.

Leigh Ramsdell Movie
Left, Left, Down, Down, Left, Right, Down, Left, Square.

Scott Wirch Movie
Left, Left, Right, Up, Up, Up, Left, Right, Square.

Colin Mackey Movie
Left, Left, Right, Right, Down, Down, Right, Up, Square.

Todd Lyons Movie
Left, Left, Down, Up, Up, Right, Left, Down, Square.

Kenan Harkin Movie
Left, Left, Left, Left, Right, Right, Down, Down, Square.

Mike Laird Movie
Left, Left, Right, Up, Up, Right, Up, Right, Square.

DEUS EX

Cheat Menu
During gameplay, press select to enter the Goals/Notes/Images screen. Now quickly press L2, R2, L1, R1, Start, Start, Start. If done correctly, a "cheats" tab should appear. You now can configure the following options:

- **God Mode** (May need to be re-enabled after loading a new level)
- **Full Health**
- **Full Energy**
- **Full Ammo**
- **Full Mods**
- **All Skills**
- **Full Credits**
- **Tantalus**

DRIVEN

Button Codes
At the main menu enter the following combinations. The sound of and engine will confirm proper entry.

Open All Racers in Story Mode
Down, Left, Up, Right, Right, Up, Down, Left.

All Cars
Up, Down, Right, Right, Left, Up, Up, Down.

All Tracks
Up, Up, left, Down, Left, Right, Right, Up.

DYNASTY WARRIORS 2

Button Codes
Enter these codes at the title screen. You will hear cheering if the code was entered correctly.

All Hidden Characters Revealed
Square, R1, Square, R2, Square, R2, Square, R1. 19 hidden characters will be unlocked In Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

Edit Opening Cinema
R2, R2, R2, L2, L2, L2, R1, L1. "Opening Edit" will appear in the options. This new mode will allow you to edit the opening cinema scene with the characters of your choice.

Every Wu General
Square, Square, R2, R2, R1, R1, Square, Square.

Every Shu General
Square, Square, R1, R1, Square, Square, R2, R2.

Every Wei General
Square, Square, Square, Square, R2, R2, R1, R1.

Side Select in Free Mode
Press and hold Triangle. While holding it, press R1, L1, L2, R2, R1, L1, L2, R2.

BGM Test
L1, L1, L1, R1, R1, R1, L2, R2. Go to the options, choose Sound and access the "BGM Test" option. Now you can listen to the game's background music.

EXTREME G3

Button Codes
At the team select screen enter these codes to enable the following cheats. Codes that are shown with the (+) sign represent buttons being hit simultaneously.

Win Next Race
L1+R1+L2+R2, L2+R2, R1+R2, L1+R1+L2+R2.

Get All Tracks
L1, L1, L2, L2, R2, R2, R1, R1, L1+R1+L2+R2. (Note: this only opens the tracks for Arcade Mode).

Double Prize Money
L1, L2, R2, R1, R1, R2, L2, L1.

Infinite Shields and Turbo
L1+R1, L2+R2, L1+L2, R1+R2. When entered correctly, the message "Cheat Infinite Shield On" will appear. This code will also enable Infinite Turbo.

Infinite Ammo
L2, R2, L1, R1, L2+R2, L1+R1. When entered correctly, the message "Cheat Infinite Ammunition On" will appear.

Extreme Lap Challenge
L1, L2, L1, R1, L1, R2, L1+R1, L2+R2.

FINAL FANTASY X

Air Ship Passwords
Enter the following case-sensitive passwords at the airship.

Find Rikku's Legendary Weapon
GODHAND

Find Rikku's Victorious Armor
VICTORIOUS

Find the Mursame
MURASAME

Secret Place Coordinates
The following coordinates are places you would not ordinarily find your first time through the game. Once you have the Air Ship, talk to Cid, and choose the second option search in the map menu.

Omega Ruins
X: 74 Y: 36

Sanubia Sand Dune
X: 15 Y: 41

Besaid Rainbow Waterfall
X: 31 Y: 73

Yevon Temple
X: 16 Y: 57

Battle Site
X: 42 Y: 57

Mi'ihen Abovewater Ruins
X: 34 Y: 58

Al Bhed Primer Locations
If you haven't found all the primers, here are all of the locations. Each one represents one letter of the alphabet to be translated.

Al Bhed Primer I
On the deck of the Al Bhed salvage ship.

Al Bhed Primer II
Besaid village Crusaders headquarters.

Al Bhed Primer III
Transport ship from Besaid to Kilika in the power room.

Al Bhed Primer IV
Kilika bar.

Al Bhed Primer V
Trasport ship from Kilika to Luca in the control room.

Al Bhed Primer VI
Luca stadium underground floor B.

Al Bhed Primer VII
Luca viewing room, on the counter.

Al Bhed Primer VIII
Mi'ihen road, a gift from Rin.

Al Bhed Primer IX
Mi'ihen road at the new road north.

Al Bhed Primer X
Mushroom Rock road, Cliff area.

Al Bhed Primer XI
Djose Road.

Al Bhed Primer XII
Moonflow, North shore.

Al Bhed Primer XIII
Guadosalam found in a room on the far left.

Al Bhed Primer XIV
Thunder plains as a gift from Rin.

Al Bhed Primer XV
Macalania Forest on the road to the lake.

Al Bhed Primer XVI
Macalania Lake in front of the inn.

Al Bhed Primer XVII
Sanubia Desert central portion left side.

Al Bhed Primer XVIII
Sanubia Desert central portion right side.

Al Bhed Primer XIX
Al Bhed city of Home.

Al Bhed Primer XX
Al Bhed city of Home, residential area.

Al Bhed Primer XXI
Al Bhed city of Home, road area.

Al Bhed Primer XXII
Bevelle Temple.

Al Bhed Primer XXIII
Calm Lands, Northwest area.

Al Bhed Primer XXIV
Remiem Temple.

Al Bhed Primer XXV
Cave under the mountain.

Al Bhed Primer XVI
Omega ruins.

Cactuar Locations
There are total 9 Cactuar that can be found all around

PS2

GAMESHARK CODES
STUNTMAN

Stuntman (M) Must Be On
0E3C7DF21853E59E
EE98F50EBCCDD8AA

Stuntman Infinite Time
D1EE09DABCA95603

Stuntman No Walls Mode
DE989282BCA99B84
DE98928EBCA99B84

Stuntman Hideous Texture Blur
DE98929EBCA99B83

Stuntman Brundle Cars
DE94EB2EFB899B83
DE94EB2AFB899B83
DE94EB36FB899B83

Stuntman Monster Driver
DE94F4EEF9EDD4DB
DE94F4EAF9EDD4DB
DE94F4F6F9EDD4DB

Stuntman All Toys (1)
DEADE0F2BCA99B84
DEADE7FEBCA99B84
DEADE7FABCA99B84
DEADE786BCA99B84
DEADE782BCA99B84
DEADE78EBCA99B84
DEADE78ABCA99B84
DEADE796BCA99B84
DEADE792BCA99B84
DEADE79EBCA99B84
DEADE79ABCA99B84
DEADE7A6BCA99B84
SDEADE7A2BCA99B84
DEADE7AEBCA99B84
DEADE7AABCA99B84
DEADE7B6BCA99B84
DEADE7B2BCA99B84

Stuntman All Toys (2)
DEADE7BEBCA99B84
DEADE7BABCA99B84
DEADE746BCA99B84
DEADE742BCA99B84
DEADE74EBCA99B84
DEADE74ABCA99B84
DEADE756BCA99B84
DEADE752BCA99B84
DEADE75EBCA99B84
DEADE75ABCA99B84
DEADE766BCA99B84
DEADE762BCA99B84
DEADE76EBCA99B84
SDEADE76ABCA99B84

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the world.

First Cactuar
Oasis Near the first Save point.

Second Cactuar
Sanubia Desert (East) In the alcove to the east, north of the tent with the save point.

Third Cactuar
Sanubia Desert (West). Search the sign near the Cactuar rock that says “20% off&#8221.

Fourth Cactuar
Sanubia Desert (Central). Near the ruins to the west, look for two Cactuars running around the desert.

Fifth Cactuar
Sanubia Desert (East). Near the save point under the tent.

Sixth Cactuar
Sanubia Desert (West). Trapped in the treasure chest in the far west.

Seventh Cactuar
Sanubia Desert (Central). Inside one of the sand whirlpools. You must exit and re-enter the area.

Eight Cactuar
Oasis Teleport back to the airship and go on the outside deck.

Ninth Cactuar
Sanubia Desert Return to the Cactuar statue and the last one automatically appears behind you.

GRADIUS III AND IV

These commands can be done multiple times in Gradius III. In Gradius IV, you must beat the first boss of the game to do the tricks and they can be done once per level beaten thereafter. If you don't use the power-up trick in a level, you can build it up to do it multiple times in the next level.

Double Weapon Power-Up
In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, Square, Triangle.

Laser Weapon Power-Up
In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.

Hidden Modes in Gradius III
Cube Attack Appears in Extra Mode: Reach Stage 9.

First Gradius Stages Appear in Extra Mode
Get hit with a bullet from the boss of Stage 10.

Extra Edit Appears in Extra Mode
Complete the entire game once.

More Weapons
Complete game in Extra Edit.
Hidden Modes in Gradius IV:

Boss Rush Mode
Complete the entire game once.

Stage Select
Complete the entire game without using a Continue.

Full Power-Up in Gradius IV
In the game, make sure you have beaten a level and the end level boss. After this, press START to pause the game and then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Press START to unpause the game and your ship will be fully powered up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using it, and then you can do the trick more than once per level.

GRAND THEFT AUTO 3

Button Codes
Enter these codes at any time while playing your game.

Clear Weather
L1, L2, R1, R2, R2, R1, L2, Triangle.

Foggy Weather
L1, L2, R1, R2, R2, R1, L2, X.

Cloudy Weather
L1, L2, R1, R2, R2, R1, L2, Square.

Rainy Weather
L1, L2, R1, R2, R2, R1, L2, Circle.

Faster Clock
Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle.

Tank Unlocked
Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle.

Lower Wanted Level
R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.

Higher Wanted Level
R2, R2, L1, R2, Left, Right, Left, Right, Left, Right.

Great Handling Car
R1, L1, R2, L1, Left, R1, R1, Triangle.

Pedestrians Fight Each Other
Down, Up, Left, Up, X, R1, R2, L2, L1.

Pedestrians All Hate You
Down, Up, Left, Up, X, R1, R2, L1, L2.

Crazy Pedestrians
R2, R1, Triangle, X, L2, L1, Up, Down.

Wear Different Outfits
Right, Down, Left, Up, L1, L2, Up, Left, Down, Right

GUANTLET: DARK LEGACY

Password Codes
When you are asked to enter your name on the character select screen, put in any of these cheat passwords for the results shown.

Invulnerability
INVULN

Infinite Supershot
SSHOTS

Nine Potions and Keys in Each Level
ALLFUL

Full Turbo
PURPLE

Pojo the Chicken
EGG911

Reflective Shot
REFLEX

Growth and Shrink Enemy
DELTA1

$10,000 Gold in Each Level
10000K

Invisibility
000000

Extra Speed
XSPEED

Rapid Fire
QCKSHT

X-Ray Glasses
PEEKIN

3-Way Shot
MENAGE

Waitress
KAO292

Karate Guy
SJB964

Cheerleader:
CEL721

Ratface Knight
RAT333

Smiley Face
STX222

Garm
GARM99

Sumner
SUM224

General
ICE600

S&M Dwarf
NUD069

Chainsaw Guy
KJH105

Sky General
SKY100

Castle General
CAS400

Punkrocker
PNK666

Battle General
BAT900

Ninja
TAK118

Desert General
DES700

Chris
CSS222

Football Player
RIZ721

School Girl
AYA555

Mike:
DIB626

Guy with Mace
ARV984

Town General
TWN300

Mountain General
MTN200

Sick Garm
GARM00

Stig
STG333

HALF LIFE

Button Codes
Enter any of the following button codes on the Cheats menu.

Slow Motion
Right, Square, Up, Triangle, Right, Square, Up, Triangle.

Maxed Ammo
Down, X, Left, Circle, Down, X, Left, Circle.

Alternate Gravity
Up, Triangle, Down, X, Up, Triangle, Down, X.

Invincible
Left, Square, Up, Triangle, Right, Circle, Down, X.

Invisible
Left, Square, Right, Circle, Left, Square, Right, Circle.

Alien Mode
Up, Triangle, Up, Triangle, Up, Triangle, Up, Triangle.

HIGH HEAT 2003

Ball Cannon and Game State Menus
These menus allow you to create any type of hit or out (except a strike out) for the next batter up. You can also tweak the game situation by changing the score, inning, number of outs, wind velocity, etc. At the pause menu (Pausing during a pitch or hit will not access the pause menu, only a simple pause screen. This code will not work if you try to enter it anywhere else except the pause menu) hit Square, Square, Circle, Circle, L1, R1, and you should hear a man's voice laughing. Now hold L1+R1+L2+R2 to gain access to the Ball Cannon and Game State.

JEREMY MCGRATH'S SUPERCROSS WORLD

Button Codes
At the main menu you can enter one of the following codes.

Unlimited Turbo
R2, L1, Square, Circle, Circle, Circle.

Moon Gravity
Up, Up, Up, Up, R1, Square, Circle.

Unlock the Bikes
Beat the hardcore part of Career Mode.

KNOCKOUT KINGS 2001

Password Codes
From the main menu, choose Modes. On the next menu, choose Career and then pick "New." On the "Name Boxer" screen, put in any of these names to unlock these hidden boxers.

Play as Joe Mesi
BAILEY

Play as Owen Nolan
OWNOLAN

Play as John Botti
JBOTTI

Play as David Defiagbon
DEFIAGBN

Play as Junior Seau
JRSEAU

Play as Ray Austin
AUSTIN

Play as Steve Francis
STEVEF

Play as Trevor Nelson
NELSON

Play as Ashy Knucks
MECCA

Play as Barry Sanders
MRBARRY

Play as Bernando Osuna
OSUNA

Play as David DeMartini
DEMART

Play as Jason Giambi
JGIAMBI

Play as Charles Hatcher
HATCHER

Play as Chuck Zito
ZITO

Play as David Bostice
BOSTICE

LEGACY OF KAIN: BLOOD OMEN 2

Begin With Instant Soul Reaver and Iron Armor
On the main menu screen, press these buttons: L1, R1, L2, R2, Square, Circle, Triangle. You will hear a voice to confirm correct code entry. Once you begin the first level, you will see that Kain has iron armor and the Soul Reaver on his back. When you begin to run around, you can draw the Soul Reaver and cause havoc in the town.

MAX PAYNE

Button Codes
Pause the game at any point and enter these codes.

Invulnerability
L1, L1, L2, L2, R1, R1, R2, R2 (NOTE: invulnerability doesn't always stay on.Watch your health after an auto save).

All Weapons, Full Ammo and 8 Painkillers
L1, L2, R1, R2, Triangle, Circle, X, Square.

Unlock Every Level
To unlock all levels, play through subway A1 then return to the main menu via soft reset (hold START

and hit SELECT). Enter the following button combination Up, Down, Left, Right, Up, Left, Down, Circle. This will open all levels and chapters. You can choose anyone of them in the load levels selection. choose continue and load away.

MDK2: ARMAGEDDON

Invincibility

In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Up, Up, Down, Down, Left, Left, Right, Right, Square, Triangle, Square, Triangle, SELECT.

Matrix Camera

In the middle of the game, press START to pause, then press and hold L1+R1 to remove the pause menu and give you a better look at the rotating view while you're paused.

Stationary Camera

In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Circle, X, Circle, Triangle.

Racecar Camera

In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Circle, X, Circle, X.

METAL GEAR SOLID 2: S.O.L (TRIAL EDITION)

In the Metal Gear Solid 2 demo that comes with Zone of the Enders, you can do some things to make your experience more interesting. Just refer to these tidbits as shown.

Full View of Bridge

On the title screen, use the Right Analog Stick to move the screen for full panoramic view of the George Washington Bridge.

CODEC Fun

When you're in CODEC mode, you can move the heads of Otacon and Snake with the Analog Sticks. Also, hold the L2 and R2 buttons and move the Analog Sticks up and down to get a zoom effect on the faces.

Adult Humor

These tidbits have to do with the posters in the locker room. Open up either of the two lockers with the model posters on them and stand with your back toward one of them. Now press the Circle button and knock in the middle the poster. You will alert the guards! Another thing you can do is to have Snake face the poster and press R1 for first person mode. While holding R1, press the SELECT button and then press Circle to call Otacon. Snake will look like he's having too much fun and Otacon will scold him for it.

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

If you happen to have the game, "Smuggler's Run," you can open up a hidden vehicle in Midnight Club! Just save a game from Smuggler's Run on a memory card. Now, with this saved game in your system, go to the vehicle selection screen in Midnight Club. Keep scrolling through the cars and you will eventually see the Baja Buggy as a selectable vehicle!

NASCAR HEAT 2002

Throw Tires

On the main screen, choose the Single Race and then choose your driver and track. When the Race Day screen appears, press Up, Down, Left, Right, R1, Up, Up. You will automatically be taken to the race. During the race, press Up on the D-pad to launch a tire at the cars in front of you. There's no telling what kind of havoc you'll cause once you have this code enabled!

Clean Replay Screen

On the main menu, press Up, Down, Left, Right, R1, Down, Up. When you are watching a replay of your laps, press the Circle button for a clean screen, with no boxes or text.

Hardcore Realism

On the main screen, press Up, Down, Left, Right, R1, Up, Down. Choose the Single Race and then choose your driver and track. When the Race Day screen appears, access the Setup option. Go to the Realism setting and scroll over until you see "Hardcore."

NBA HOOPZ

Button Codes

On the "Tonight's Matchup" screen, enter the codes shown below with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Show Shot Percentage
0-1-1 Down
Beach Court
0-2-3 Left
Show Hotspot
1-1-0 Down
No Fouls (Player Two Must Agree)
2-2-2 Right
Away Uniform
0-2-4 Right
No Hotspots (Player Two Must Agree)
3-0-1 Up
Big Heads
3-0-0 Right
Tiny Heads
3-3-0 Left
Infinite Turbo
3-1-2 Up
Street Court
3-2-0 Left
Home Uniform
0-1-4 Right
ABA Ball
1-1-1 Right
Tiny Players
5-4-3 Left
Granny Shots
1-2-1 Left
No Goaltending
4-4-4 Left

NBA INSIDE DRIVE 2002

Various Cheats

Enter the following codes at the options menu.

Red, White and Blue Basketball
OLDSCHOOLI
WNBA Ball Activated
GOTGAME
Chicago Skyline Court
WINDYCITY
Soccer Ball
HOOLIGAN
Infinite Turbo
CARDIOMAN

NBA STREET

Button Codes

On the "Enter Cheats" screen, change the four basketballs into other symbols by pressing the buttons the number of times shown, and then press Down on the D-pad. For example, 4,1,3,2, Down would be Square four times, Triangle one time, Circle three times, X two times and then Down on the D-pad.

Summertime Joe "The Show"
1,0,0,1, Down.
Athletic Joe "The Show"
1,2,0,1, Down.
Springtime Joe "The Show"
1,1,0,1, Down.
Player Names
0,1,2,3, Down.
Less Gamebreakers
1,3,4,2, Down.
More Gamebreakers
1,4,3,2, Down.
No Gamebreakers
1,4,4,2, Down.
No Dunks
3,0,1,2, Down.
Mega Dunking
3,0,1,0, Down.
Explosive Rims
1,2,4,0, Down.
No HUD Display
1,4,1,2, Down.
Casual Uniforms
1,1,0,0, Down.
Authentic Uniforms
0,0,1,1, Down.
Unlimited Turbo
2,0,3,0, Down.
Harder Distance Shots
2,2,3,0, Down.
No Juice
1,4,4,3, Down.
No Auto Replays
1,2,1,1, Down.
Captain Quicks
3,0,2,1, Down.
NuFX Ball
0,1,3,0, Down.
Beach Ball
0,1,1,2, Down.
Volleyball
0,1,1,4, Down.
EA Big Ball
0,1,4,0, Down.
ABA Ball
0,1,1,0, Down.
Medicine Ball
0,1,1,3, Down.
WNBA Ball
0,1,2,0, Down.
Soccer Ball
0,2,1,0, Down.
No Cheats
1,1,1,1, Down.

NCAA FOOTBAL 2002

Create a Super Player

On the main screen, enter the options. Choose the Rosters option. Create a player for the game and then save him to a memory card. Then scroll to the right and choose the Edit Player option. Find your created player and choose him. Now move over to the Speed category and press X. On the "Edit" screen, move down to the Ratings category and press X again. You can now boost up your player's ratings to 99 in each category, giving you the ability to create a super player!

NFL BLITZ 20-02

Passwords

Earn new skins for your team by entering the following character names and pin numbers in the exhibition mode. (Note: Names are entered separately from pin numbers.)

PS2

GAMESHARK CODES
STUNTMAN

continued from pg. 93

DEADE776BCA99B84
DEADE772BCA99B84
Stuntman All Cars (1)
DEADE77ABCA99B84
DEADE706BCA99B84
DEADE702BCA99B84
DEADE70EBCA99B84
DEADE70ABCA99B84
DEADE716BCA99B84
DEADE712BCA99B84
DEADE71EBCA99B84
DEADE71ABCA99B84
SDEADE726BCA99B84
DEADE722BCA99B84
DEADE72EBCA99B84
DEADE72ABCA99B84
DEADE736BCA99B84
DEADE732BCA99B84
DEADE73EBCA99B84
DEADE73ABCA99B84
DEADE7C6BCA99B84
Stuntman All Cars (2)
DEADE7C2BCA99B84
DEADE7CABCA99B84
DEADE7D2BCA99B84
DEADE7DABCA99B84
DEADE7E6BCA99B84
DEADE7E2BCA99B84
DEADE7EEBCA99B84
DEADE7EABCA99B84
DEADE7F6BCA99B84
DEADE7F2BCA99B84
DEADE69ABCA99B84
DEADE6AEBCA99B84
DEADE6B6BCA99B84
DEADE6B2BCA99B84
DEADE6BEBCA99B84
DEADE646BCA99B84
DEADE642BCA99B84

GAMESHARK CODES
FREEKSTYLE

Freekstyle (M)
0E3C7DF21853E59E
EE8CC18ABCBAC27A
Freekstyle All Riders/Outfits
DE979296BBA89A82
Freekstyle All Bikes Available
DE979292BBA89A82
Freekstyle Max Stats
BE9792AABCB39B84
CCF0E88CBCA99B83

WIPEOUT FUSION
Awesome Codes

From the main menu screen, choose the Extras option and then choose the Cheats option. On the password screen, enter the button configurations on screen as shown.

Super Fast Ship
Square, X, X, X, Triangle.

Retro Planes
X, Circle, Triangle, Square, X.

Infinite Weapons
Triangle, Circle, X, Circle, Square.

Animal Ships
Triangle, Circle, Circle, Triangle, X.

Features Unlocked
X, Triangle, Circle, Triangle, Circle.

Mini Ships
Circle, Square, Square, X, Circle.

Infinite Shields
Triangle, Triangle, Square, Square, Square.

Cowboys
COWBOY 1996
Indians
INDIAN 1992
Silver Robots
ROBOTS 1970
Red Robots
RobotR 1974
Clowns
CLOWN 1974
Dolphins
DOLPHIN 1972
Fat Players
RBL-DBN 9669
Vikings
VIKING 1977
Bears
BEAR 1985
Eagles
EAGLE 1981
Horses
HORSE 1999
Lions
LION 1963
Pinto
PINTO 1966
Pirates
PIRATE 2001
Rams
RAM 2000
Tigers
TIGER 1977
Clown
MADISON 1220
Deer
DEER 1997

Versus Screen Codes

See Further (both players have to agree)
0, 2, 1, Right.
Big Heads
2, 0, 0, Right.
Huge Heads
1, 4, 5, Left.
Team Big Heads
2, 0, 3, Right.
Always Receiver
2, 2, 2, Right.
Rain
5, 5, 5, Right.
Clear
1, 2, 3, Right.
Hidden Audibles
3, 4, 0, Right.
Team Midway
2, 5, 3, Right.
Crunch Mode
4, 0, 3, Right.
Armageddon
5, 4, 3, Right.
Rollos
2, 5, 4, Up.
No Fumbles (both players have to agree)
5, 2, 3, Down.
No Target on Receiver
3, 2, 1, Down.
Ground Fog
2, 3, 2, Dwon.
Extra Plays for Offense
3, 3, 3, Down.
No CPU Assists (both have players have to agree)
0, 1, 2, Down.
Smart CPU Teamates
3, 1, 4, Down.
Tourney Mode in 2-player Game
1, 1, 1, Down.
Chrome Ball
0, 3, 0, Down.
Brew Dawgs
4, 3, 2, Down.
Neo Tokyo
3, 4, 4, Down.

NHL 2001

From the main menu, access "Game Settings." On this menu, access "Rosters." From this screen, choose "Create Player." Next, enter the first and last names of the players as shown below for various results. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense
Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward
Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie
Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

NHL 2002

Play as The Barenaked Ladies
On the main screen, enter the options screen. Choose the Create Player/Rosters option, then choose Create Player. Press START to advance to the next screen. Put in the first name and last name as one of these band members: Jim Creeggan, Tyler Stewart, Steven Page, Ed Robertson, Kevin Hearn. Once you do this, the game will ask you to create a player like the one in the database. Choose "Yes" for your answer and the game will make a clone of your BNL member of choice in hockey gear.

NHL HITZ 20-02

Super Codes
On the VS. screen, use the Square, Triangle and Circle buttons to switch the icons beneath the teams on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad in the indicated direction to enable the code. You will see the name of the code and hear a sound. More then one code may be activated per game; just make sure you enter them quick enough. For example, to enter 4, 2, 3, Right, press Square four times, Triangle two times, Circle three times and then press Right on the D-pad.

Show Shot Speed
1,0,1 Up
Rain Mode
1,4,1 Left
Tennis Ball
1,3,2 Down
Hitz Time
1,0,4 Right
First to 7 Wins
3,2,3 Left
No Puck Out of Play
1,1,1 Down
Pinball Boards
4,2,3 Right
Domino Effect
0,1,2 Right
No Fake Shots
4,2,4 Down
Big Head Player
2,0,0 Right
Big Puck
1,2,1 Up
Huge Head Team
3,3,0 Left
Big Head Team
2,2,0 Left
Huge Puck
3,2,1 Up
Huge Head Player
3,0,0 Right
No Crowd
2,1,0 Right
Input More Codes
3,3,3 Right
Show Team's Hot Spot
2,0,1 Up
Late Hits
3,2,1 Down
Turbo Boost
0,0,2 Up
Ignore Last Code
0,1,0 Down
Bulldozer Puck
2,1,2 Left
Win Fights for Goals
2,0,2 Left
No One Times
2,1,3 Left
Infinite Turbo
4,1,3 Right
Snow Mode
1,2,1 Left
Always Big Hits
2,3,4 Down

ONI

Button Codes
In the middle of the game, press the SELECT button. Move down and highlight the "Help" option. Now press L2, L1, L2, Square, Circle, Square. This is the first part of the codes shown below. After entering this part first, put in the rest of the codes as shown below for these results.
(Note: The L3 and R3 commands are performed by pressing in the left analog stick for L3 and pressing in the right analog stick for R3)

Mini Me
L3, R3, Square, Circle.
Huge Heads
START, Square, Circle, START.
Stronger Hits
R3, L3, Circle, Square.
Get Big
R3, Square, Circle, L3.
One Hit Kill
L3, R3, Circle, Square.
All Ammo and Hypo
Circle, Circle, Circle, R3.
Infinite Ammo
L2, L2, L1, L3.
Invisibility
L1, R3, L2, L3.

PARAPPA THE RAPPER 2

Ninja Star Mode
At the stage selection screen, hold R1 + R2 and then select a stage.

Skip Opening Stage Cinematics
At the stage selection screen, hold L1 + L2 and then select a stage.

Earn the Blue Hat
Successfully complete the game.

Earn the Pink Hat
Successfully complete the game with the blue hat.

Earn the Yellow Hat
Successfully complete the game with the pink hat.

Song Test
Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in the levels that you finished with a cool rating.

Bonus Stage
To unlock a bonus stage after any regular stage, finish the stage with a good score (near 1,000 points). You will be brought to Chop Chop Master Onion Head who gives you a little bonus game before returning to the stage selection map.

Secret Rap About PaRappa
Go though the opening FMV sequence to the part where PaRappa is writing his name and all the characters appear. Wait until a demo of the game appears. Go through the demo and the opening FMV sequence will appear again. Go through that and go through the part where PaRappa writes his name and wait again. Instead of them showing a demo, the colorful noodles will appear on the sides of the screen and the song will start playing.

Sunny's Music Video
Successfully complete the game with the yellow hat, then do the "Secret Rap" trick. Go through the whole song, then a music video with Sunny singing her intro music on stage will begin.

Control Time of Day
The game places Parappa's neightborhood at the same time of day indicated by the PlayStation 2's time setting. For example, if you set the time to 11:30 a.m., it will be bright and sunny in the game. If it is 7 p.m., it would be sunset. If you set the time to 11 p.m., it will be dark outside.

PROJECT EDEN
Cheat Menu
To open the cheat menu during a game, pull up the "Team" screen by pressing X. Hold the SELECT button, then use the Left analog stick and push Up. Rotate it clockwise three times, then, immediately after you finish the third clockwise circle, rotate the stick three times counter-clockwise. A new icon will appear at the bottom right corner of the screen. Select it to access the Cheat menu.

RAYMAN 2: REVOLUTION
Menu Cheat
First, you must get to at least one save point in the game, or load a saved game. Then press START to pause. From the main menu, access the "Sound" option. On the sound menu, highlight the Mute option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2. The "Menu Cheat" will appear with items that you would normally have to purchase in the game.

Bonus Mini-Games
After you load up the game and choose your language, go to the main menu and access the options. From the options menu, access the "Language" option, and then choose "Voices." On the voices menu, highlight the "Raymanian" option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.

Names in Baby Soccer
You can do this trick after you unlock the bonus levels and access the Baby Soccer mini-game. While playing Baby Soccer, hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.

READY 2 RUMBLE BOXING: ROUND 2
Button Codes
From the main menu, choose Arcade Mode. Pick a One Player or Two Player game and on the boxer selection screen, enter any of these codes for the results as shown. You will hear a bell if the trick was entered correctly. (Note: Player One may enter one of the codes and then choose a character. Then Player Two may enter a different code and then choose a character).

Huge Gloves
Left, Right, Up, Down, R1, R2.

Zombie Boxer
Left, Up, Right, Down, R1, R1, R2.

Fat Boxer
Right, Right, Up, Down, Right, R1, R1, R2.

Skinny Boxer
Right, Right, Up, Down, Right, R1, R2.

Play as Freak E. Deke and Michael Jackson
R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2.

Christmas Arena and Costume
Start up your system without the disc inside, then access the "System Configuration" option. Choose "Clock Adjustment" and set the date to 12/25/2000. After adjusting the date, insert the game and begin. Choose Arcade mode and highlight "Selene Strike" on the boxer selection screen. The words, "Holiday Outfit" will appear underneath her name.

Unlock All Boxers
From the main menu, choose Arcade Mode. Then select one or two players. On the boxer select screen, press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2. You will hear a bell when entered correctly. Now you can choose from a variety of new boxers, including Bill and Hillary Clinton!

REDCARD 20-03
Unlockable Everything
(Note: You must have a memory card inserted in slot 1 with enough free memory on it to save the game).
On the main menu screen, choose the "Load/Save" option. Next, choose the "Create/Load Profile" option, then choose the memory card for slot 1. Press Square to enter a new profile , then enter your name as BIGTANK on the New Profile screen. Now go back to the main menu and choose a Friendly Game. When you are asked to load a profile, choose "Yes" and then choose the BIGTANK profile. On the Team Select screen, pick a continent and scroll through the choices of countries available. You will find new teams such as the Apes, Martians, Samurai, etc. After choosing your team, you'll be asked to customize your team. Choose "Yes." After you get to the Stadium options, you will see that you have new stadiums to choose from. Also, Under Advanced Play on the Main Menu, Finals Mode will be opened.

RIDGE RACER 5
Opening Cinema Effects
During the opening cinema, you can give three different effects to the graphics. Pressing R1 once will give you black and white graphics, pressing R1 again will give you yellowish graphics and pressing R1 a third time will give you blurred graphics. Use L1 to cycle the effects the opposite way.

Controller Sensitivity Display
In the middle of a race, press and hold the SELECT button until you see a graphic display. This display will show how hard you are turning your car, pressing the gas and pressing the brake. If you want to get rid of the display, just press the SELECT button.

RUMBLE RACING
Password Codes
Go into the game options. Move down to the "Load and Save" option and press Right on the controller to bring up the "Password" option. On the "Password" screen, enter your name as one of the codes shown below to unlock these cars.

High Roller
HGIROLREL

Buckshot
UBTCKSTOH

Sporticus
OPSRTISUC

Van Itty
VTYANIYTT

Gamecus
BSUIGASUM

Pro Cup 2
P1PROC1PU

Pro Cup 3
Q2PROC2YT

Elite Cup 1
AEPPROPUC

Elite Cup 2
ILETEC1MB

Elite Cup 3
ILCTEC2VB

Elite Cup 4
ILQTEC3PU

EA Elite Cup
LEAITEPUC

EA Stunt Cup
YEAMPLOWW

Circus Minmus Track
ZEAGTLUKE

XXS Tomcat Vehicle
NALDSHHSD

Vortex Vehicle
1AREXT1AR

Thor Vehicle
THTORHROT

Stinger Vehicle
AMHBRAAMH

Revolution Vehicle
PTOATRTOI

Road Trip Vehicle
ABOGOBOGA

Interceptor Vehicle
CDAAPTNIA

SILENT HILL 2
Extra Options Screen
On the title screen, access the options. On the "Options" screen, press L1+R1 simultaneously. An "Extra Options" screen will appear where you can change the zoom of your map, weapon control, blood color, view control and more.

SILENT SCOPE
Button Codes
On the mode select screen, enter these cheats as shown.

Professional Mode
Hold the R1 button and quickly press START, START, START, START.

Night Vision Mode
Hold the R1 button and quickly press START, START, START, START, START.

Professional Night Vision Mode
Hold the R1 button and quickly press START, START, START, START, START, START.

No Crosshair
Right, Right, Right, Square. You will hear an explosion

PS2

GAMESHARK CODES
STITCH: EXPERIMENT 626

(M) Must Be On
0E3C7DF21853E59E
EE8EFE7ABCBBF0A2

Max DNA
CE6F2E1ABCA99E07

Max Movie Reels
CE6F2E3ABCA99BEC

All DNA-Greema Jungle
CE7C536EBCA99BB5

All DNA-Rotten Eggs
CE7C536ABCA99BB5

All DNA-Got Gasp
CE7C5376BCA99BB5

All DNA-Caverns & Chasms
CE7C5372BCA99BB5

All DNA-Greema Falls
CE7C537EBCA99BB5

All DNA-Hotfoot
CE7C537ABCA99BB5

All DNA-Habbitrales To You
CE7C5306BCA99BB5

All DNA-Meet The 7005
CE7C5302BCA99BB5

All DNA-Soldier Trail
CE7C530EBCA99BB5

All DNA-Jungle Flight
CE7C530ABCA99BB5

All DNA-The Aviary
CE7C5316BCA99BB5

All DNA-Sibling Rivalry
CE7C5312BCA99BB5

All DNA-Energy Lines
CE7C531EBCA99BB5

All DNA-Ring Around The Lasers
CE7C531ABCA99BB5

All DNA-Welcome Aboard
CE7C5326BCA99BB5

All DNA-Error 626
CE7C5322BCA99BB5

All DNA-Stitch In Space
CE7C532EBCA99BB5

All DNA-Old Friends
CE7C532ABCA99BB5

All Reels-Greema Jungle
CE7C520EBCA99B8A

All Reels-Rotten Eggs
CE7C520ABCA99B8A

All Reels-Got Gasp
CE7C5216BCA99B8A

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when entered correctly.

Romantic Mode
Left, Right, Right, Square, Triangle. You will hear "Wow!" when entered correctly.

Super Fast Professional Mode
Down, Triangle, Up, Square, Triangle, Down, Right, Down, Right, Square, Triangle.

Mirror Mode
Left, Left, Right, Square, Down, Down, Up, Triangle, Up, Right, Down, Up, Left, Down, Square.

No Scope
Right, Down, Right, Square, Right, Down, Right, Square.

Hidden Mode (All enemies are invisible)
Right, Down, Right, Square, Up, Square, Square, Triangle, Down, Right, Down, Right, Square, Triangle. Now you're hidden. Whoopee.

Night Mode
Up, Right, Down, Left, Up, Square, Triangle. You will hear "Silent Scope" when entered correctly.

First-Person View
Up, Up, Up, Up, Down, Down, Down, Down.

No Enemy Targeting Mode
Right, Right, Right, Right, Left, Down, Up, Right.

Half of Life for 5 Seconds
Pause during play and press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.

5 Seconds for Half of Life
Pause during play and press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up.

SILENT SCOPE 2: DARK SILHOUTTE

Extra 5 Seconds

In the middle of the game, press START to pause. Then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Once you have entered the code, the clock will gain 5 seconds, but one of your lives will go down by half.

Extra Half Life

In the middle of the game, press START to pause. Then press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. Once you enter the code, one of your lives will increase by half, but your time will go down by 5 seconds.

SMUGGLER'S RUN

Button Codes

In the middle of the game, press START to pause. Now you may enter any of the button sequences below. You will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again.

Speed Increase
R1, L1, L2, R2, Right, Right, Right. You can do this code up to three times to get even faster speeds.

Speed Decrease
R2, L2, L1, R1, Left, Left, Left. You can do this code up to three times to get even slower speeds.

Half Gravity
L1, R1, R1, L2, R2, R2. Your car will float after going over any jump.

Zero Gravity Traffic
R1, R2, R1, R2, Up, Up, Up. Bump into any "traffic vehicle" on the ground and it will float away into the distance.

Invisible Off-Road Vehicles
R1, L1, L1, R2, L1, L1, L2. (Strangely enough, the cops will still know where you are, which is pretty lame when you think about it.)

SMUGGLER'S RUN 2

Button Codes

First pause your game, then enter any of the following codes.

More Time Warp
R1, L1, L2, R2, Right, Right, Right

Less Time Warp
R2, L2, L1, R1, Left, Left, Left

Get Invisibility
R1, L1, L1, R2, L1, L1, L2

Get Rid of Gravity
R1, R2, R1, R2, Up, Up, Up

Get Light Cars
L1, R1, R1, L2, R2, R2

SOLDIER OF FORTUNE

Button Codes

Hit the SELECT button during gameplay to bring up the "Objective" screen, then enter the following button combinations. If entered correctly, the text describing the cheat will appear in the top-left corner of the screen. To disable the trick, just re-enter the code. Note: These codes do not work on Unfair or Hard difficulties.

Unlimited Ammo
Hold R1 + Square and press Left on the D-pad.

Invincibility
Hold R1 + L1 + L2 + R2 + Square and press Left on the D-pad.

Super Weapons
Hold R2 + L2 + Square and press Left on the D-pad.

No Target
Hold L2 + R2 + Square and press Left on the D-Pad.

Melee Weapons
Hold L1 + R1 + Square and press Left.

No Clipping
Hold L1 + L2 + R1+ Square and press Left.

SSX

Button Codes

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything
Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)

All Attribute Points
Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.

Crazy Runners
Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.

Unlimited Hints
Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

STAR WARS: STARFIGHTER

Password Codes

On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown.

Unlock All Levels
OVERSEER (This will give you everything except the bonus multiplayer missions).

Bonus Multiplayer Missions
ANDREW

Secret Ship for Bonus Missions
BLUESNF

Disable Cockpit Display
NOHUD

Ship and Cast Pics
HEROES

Pre-production Art
PLANETS

Pictures of Simon
SIMON

Development Team Pics
TEAM

View Credits
CREDITS

Invincible Mode
MINIME

Jar Jar Mode
JARJAR (This will reverse your ship's controls.)

Director Mode
DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)

Christmas FMV
WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

STAR WARS: SUPER BOMBAD RACING

Button Codes

Enter the following codes on the main menu screen.

Boba Fett
Square, Circle, Triangle, Circle, Square. Boba Fett's ship will replace any ship you choose on the racer selection screen.

AAT Battle Tank
Circle, Triangle, Square, Circle, Triangle, Square. The tank will replace any ship you choose on the racer selection screen.
Speed Start: Press and hold X+R2 immediately before the final race light appears.

Super Speedy Mode
L1, L1, L1, L1, R2, Square.

Super Arena Mode
Up, Up, Down, Down, Left, Right, Left.
Grrl Power Enabled: Down, SELECT, Up, SELECT, Left, Right, SELECT.

Jawa Language
SELECT, SELECT, SELECT, Square.

Battle Droid Language
SELECT, SELECT, SELECT, Up.

German Language
SELECT, SELECT, SELECT, L1.

Spanish Language
SELECT, SELECT, SELECT, R1.

French Language
SELECT, SELECT, SELECT, R2.

Italian Language
SELECT, SELECT, SELECT, L2.

English Language
SELECT, SELECT, SELECT, Circle.

Slip 'N Slide Mode
Left, Right, Square, Circle, L1, L2.

Backward Racers
L2, L2, L2, L2, Circle, SELECT.

Super Spinning Mode
Up, Left, Down, Right, Left, Up, Down.

Super Honk
Circle, Circle, Circle, Circle, L2, SELECT.

Death Star Power-up
R1, R1, R1, R1, Up, Left.

Infinite Boost
L1, R2, L2, R2.

Unlock Space Freighter Arena
L1, R1, SELECT, Circle.

All Racers Are Shaak
Up, Right, Down, Left, SELECT.

All Racers Are Kaadu
L1, R1, L2, R2.

SUPER BUST-A-MOVE

Secret Characters

On the title screen (where "Press Start Button" is flashing), press Triangle, Right, Left, Triangle. A sound will play and an icon will appear in the upper-left corner of the screen to indicate that the trick worked. Choose a mode at the Game Menu screen. Now Fungila and Katze will now be available as playable characters.

Another World

On the title screen (where "Press Start Button" is flashing), press Triangle, Left, Right, Triangle. A sound will play and an icon will appear in the upper-right corner of the screen to indicate that the trick worked. Choose the 1P Puzzle mode and all of the stages will be changed to new puzzles.

TEKKEN TAG TOURNAMENT

Begin with Tag Partner

If you want to start your match with your second player, just hold the Tag button on the loading screen until the match begins.
New Armor King Costume: Beat Arcade mode with Armor King, then at the character select screen, highlight Armor King and press START.

Tekken Bowl

Use Ogre to unlock True Ogre. (While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)

Jukebox

Get a score of 200 or more in Tekken Bowl. The jukebox will allow you to choose the background music that plays as you bowl.

THEME PARK: ROLLER COASTER

Button Codes

These tricks are entered while playing the game. You will hear a sound when they are entered correctly (make sure you don't pause before entering them).

255 Golden Tickets
Up, Down, Left, Right, Circle, Right, Left, Down, Up, Circle (Press this button combination a total of four times to make it work).

Free Purchases
Left, Down, X, Circle. (Press this button combination a total of eight times to make it work).

TIGER WOODS PGA TOUR 2002

Unlock the Pros

Beat the following golfers in Tiger Challenge to unlock each of them.

Justin Leonard
Solita Lopez
Colin Montgomery
Kellie Newman
Jesper Parnevik
Vijay Singh
Moa "Big Mo" Ta'a Vatu
Melvin "Yosh" Tanigawa
Erika "Ice" von Severin
Super Tiger Woods
Cedric "Ace" Andrews
Stuart Appleby
Notah Begay III
Brad Faxon

Jim Furyk
Lee Janzen

Trophies and Cash

Long Distance Drive and $1000
350+ yard drive.

Long Putt Plus and $1000
Sink a 55+ foot putt.

Fairway Challenge and $2500
Hit all fairways in a round.

GIR Challenge and $2500
Hit all greens in regulation.

Pin Seeker and $5000
Hit the pin.

Aces Wild and $25,000
A hole in one.

One Time and $2,500
Reach a par 5 green in one.

Low Round and $10,000
Shoot under 60 in a round.

Birdie Streak and $10,000
Six birdies in a row.

Birdie Buster and $25,000
12+ birdies in a row.

Back-to-Back and $50,000
Two Eagles in a row.

Top of the Tournaments and $150,000
1st Place in all tournaments.

Eagle Extravaganza and $50,000
Four eagles in a round.

Scenario Challenge and $150,000
Complete all scenarios.

Tiger Challenge Completion and $250,000
Complete the Tiger Challenge.

Eagle Hunt and $1,000,000
Eagle every par 5 in the game.

Various Cheats
Enter these codes at the password screen.

Super Tiger Woods
2TREPUS01S

Notah Begay III
DYAGEB04E

All Courses
2TREPUS01S

Unlock Everything
2TREPUS01S

TIME CRISIS II

Arcade Mode Secrets

Extra Credits
Play through Story Mode and use all three of your credits to earn a fourth credit at the start of your next game. You can keep doing this until you get nine credits.

Free Play
If you've earned nine credits in Story Mode and still use up all your continues, you'll active Free Play, where you have infinite continues.

Extra Life
When you unlock Free Play, you can go to the "Game Options" screen and change the number of health boxes that you have during the game. Instead of the standard three lives, you can have up to nine.

New One Stage Trial Stages
Get to Stages 2 and 3 in Story Mode.

Auto Bullets
If you finish Story Mode twice, players 1 and 2 can select Auto Bullets. Auto Bullets act like the game's machine gun (unfortunately, though, you will have to keep reloading when you use this feature).

Infinite Bullets
Finish Story Mode with Auto Bullets and both players can select Infinite Bullets so they never have to reload.

Wide Bullets
Finish Story Mode with Infinite Bullets and both players can select Wide Bullets. These bullets are like a shotgun blast, giving the player a huge shot radius.

Mirror Mode
Finish the Story Mode without continuing and you open up Mirror Mode, a flip-flopped version of the game.

Crisis Mission Tricks
To unlock the hidden Crisis Misssion extra game, simply finish Story Mode. In this bonus game, you must clear missions such as scoring so many points in a round or killing a certain number of enemies. The game consists of five "Days," with each Day containing five missions and one EX mission.

Days 2-5
Complete most of the missions in the current Day to open up the next Day.

EX Missions
Complete all the missions in a day to open up the EX mission.

Final Mission 2
Complete all of the hidden missions and the final mission to unlock this true final mission.

Music Player
Complete Crisis Mission and you'll unlock this sound test mode.

Quick & Crash Trick Extra Modes
Earn a score that places in the top five to unlock three new modes of play: Chain Hit, One Shot and 10 Seconds.

Shoot Away II Trick Extra Mode
Earn the high score in the Retro Mode to unlock an updated version of the classic game, Shoot Away II.

TONY HAWK'S PRO SKATER 3

Backdoor Codes
Go to the main menu and select the options. Go to Cheats and enter the code BACKDOOR. You will hear sound indicating if you've entered it correctly. Now start a new game and pause once gameplay has started. There will be a new option between called Cheats available. Select it to open a cheat menu which allows you to toggle on or off a bunch of cool cheats. To turn a code on or off, hit the X Button.

TWISTED METAL: BLACK

Button Codes
In the middle of the game, press and hold L1+L2+R1+R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on "Classic" before entering these tricks. The trick you just entered will appear on the screen if done correctly.

Invulnerability
Up, Down, Left, Right, Right, Left, Down, Up.

God Mode
Up, X, Left, Circle.

Killer Weapons
X, X, Up.

Mega Guns
X, X, Triangle.

Weapons for Health
Triangle, X, Square, Circle.

New View for Weapons
In the game, press Right+SELECT to get a different look for your weapon icons.

VIRTUA FIGHTER 4

Created Character Tricks
The following tricks can only be done with a "created character." To create a character, choose "Data Files" from the main menu and pick "New Player." From the New Player menu, create an "AI" file and then save.

VF1 Models
In order to get character models styled after the first Virtua Fighter game, have a created fighter reach at least the first "Dan" ranking. Next, select that fighter, then hold Punch and Kick until the match begins.

Classic Victory Poses
Have a created fighter reach the second "Dan" rank. Hold Punch, Kick and Guard during the replay after winning to see the classic pose from the first Virtua Fighter game.

Classic Victory Poses, Part 2
Have a created fighter reach third Dan rank. Hold Punch + Kick during the replay after winning to see another classic victory pose.

Bonus Stages for VS. Mode
Unlock the following bonus stages by reaching the corresponding rank level with a created character.

Training Stage 1
First Dan ranking

Training Stage 2
Fifth Dan rank

Training Stage 3
Monarch rank

Play as Dural in VS. Mode
Defeat Dural in Kumite mode with a created fighter.

WORLD RALLY CHAMPIONSHIP

At the main menu, select "Extras." At the "Extras" screen, choose the "Secrets" option. At the "Enter Secret Code" screen, enter any of the following codes to unlock the corresponding enhancement. If entered correctly, the name of the enhancement will appear. Awesome.

Flying Car in Replay
floatylight

Psychedelic Effect
imgoingcrazy

Speed-Up Co-Driver Calls
heliumaid

Top Down Camera
downbelow

Upside Down Camera
ontheceiling

Underwater Effect
wibblywobbly

Removed Car Shell
thatsstupid

Increased Acceleration and Top Speed
evopower

ZONE OF THE ENDERS

Health and Ammo
In the middle of the game, press START to pause. Then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1. Your health and ammunition will be refilled. The consequence of this trick is that your level will decrease each time you enter the code.

Versus
On the title screen (where it says, "Press Start Button"), press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up. You will hear a sound to confirm that the code was entered correctly. Now press START and scroll through the main menu options until you reach "Versus." Choose this option to fight a one-on-one battle with the computer or a second player.

PS2

GAMESHARK CODES

STITCH: EXPERIMENT 626

continued from pg. 97

All Reels-Caverns & Chasms
CE7C5212BCA99B8A

All Reels-Greema Falls
CE7C521EBCA99B8A

All Reels-Hotfoot
CE7C521ABCA99B8A

All Reels-Habbitrales To You
CE7C5226BCA99B85

All Reels-Meet The 7005
CE7C5222BCA99B8A

All Reels-Soldier Trail
CE7C522EBCA99B8A

All Reels-Jungle Flight
CE7C522ABCA99B8A

All Reels-The Aviary
CE7C5236BCA99B8A

All Reels-Sibling Rivalry
CE7C5232BCA99B85

All Reels-Energy Lines
CE7C523EBCA99B8A

All Reels-Ring Around The Lasers
CE7C523ABCA99B8A

All Reels-Welcome Aboard
CE7C52C6BCA99B8A

All Reels-Error 626
CE7C52C2BCA99B8A

All Reels-Stitch In Space
CE7C52CEBCA99B8A

All Reels-Old Friends
CE7C52CABCA99B85

GAME BOY ADVANCE

ALIENATORS: EVOLUTION CONTINUES

Level Passwords

Enter these level passwords to jump ahead in the game.

Level 2
MDKMZKCC
Level 3
BHSZSKTC
Level 4
ZKTSHKMC
Level 5
JLPFDKHB
Level 6
HMDBRKCB
Level 7
GLDKLKZB
Level 8
GLPKLKRB
Level 9
GLDJBKKF
Level 10
GLPJBKFF
Level 11
GLDKBKZF
Level 12
GLPKBKRF

CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode

Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode

Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode

Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode

Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

DOOM GBA

Button Codes

To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right-Shoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels), depending on the current level.
All Weapons, Items, Keys
A, B, B, A, A, A, A, A.
Radiation Suit
B, B, A, A, A, A, A, A.
Invincibility
B, B, B, A, A, A, A, A.
God Mode
A, A, B, A, A, A, A, A.
Computer Map
B, A, A, A, A, A, A, A.
Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level).
Berserk Mode
B, A, B, A, A, A, A, A.

EARTHWORM JIM

Level Skip

Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select

Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

What the Heck?
SELECT, R-Shift, B, Down, L-Shift, B.
Down the Tubes
Up, L-Shift, Down, A, R-Shift, A.
Snot a Problem
R-Shift, Up, SELECT, L-Shift, R-Shift, Left.
Level 5
R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.
For Pete's Sake
Right, Left, R-Shift, L-Shift, A, R-Shift.
Buttville
L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT.

ECKS VS. SEVER

Ecks Level Passwords

Level 2
EXTREM
Level 3
EXCITE
Level 4
EXCAVATE
Level 5
EXCALIBUR
Level 6
EXTORT
Level 7
EXPIRE
Level 8
EXACT
Level 9
EXHALE
Level 10
EXHUME
Level 11
EXONERATE
Level 12
EXPEL

Sever Level Passwords

Level 2
SEVERE
Level 3
SURVIVE
Level 4
SAVANT
Level 5
SUFFER
Level 6
SULPHER
Level 7
SERVE
Level 8
SEETHE
Level 9
SEVERAL
Level 10
SEVERANCE
Level 11
SAVAGE
Level 12
SACROSANCT

GT ADVANCE

All Cars Available

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Left. While holding these buttons, press B. All of the cars in Quick Race, Time Attack and Practice mode will open.

Every Track Open

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Right. While holding these buttons, press B. All of the tracks in Quick Race, Time Attack and Practice mode will open.

All Tune-Ups Available

On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Down+Right. While holding these buttons, press B. All of the tune-ups in Quick Race, Time Attack and Practice mode will be open.

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

Konami Code Cheats

For each game, you can enter the famous Konami Code for different results in each game. Just go to the Main Menu screen, choose the game you want to play and at that game's title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Below are the results for each game.

Frogger
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Frogger.
Scramble
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Scramble with 3 ships to choose from.
Time Pilot
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get a bonus level In Time Pilot.
Gyruss
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to enter Stage X in the Black Hole for Gyruss.
Yie Ar Kung-Fu
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get bonus fighters immediately in a two player game or after a one player game in Yie Ar Kung Fu.
Rush'n Attack
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get 6 lives in Rush'n Attack.

MARIO KART: SUPER CIRCUIT

Unlock Tracks

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

MONSTERS INC.

Level Passwords

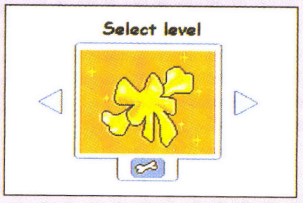
Level 2
SJBOGS
Level 3
MKB2Z7
Level 4

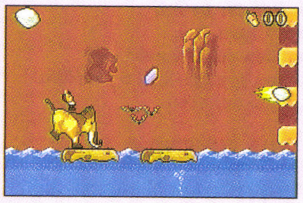
ICE AGE

Passwords and Stage Select

Choose the Password option and enter these codes for the results shown here.

Stage Passwords
Stage 2 - PBBQBB
Stage 3 - QBCQBB
Stage 4 - SBFQBB
Stage 5 - DBKQBB
Stage 6 - NBTQBB
Stage 7 - PCTQBB
Stage 8 - RFTQBB
Stage 9 - CKTQBB
Stage 10 - MTTQBB
Stage Select
NTTTTT
Art Gallery
MFKRPH

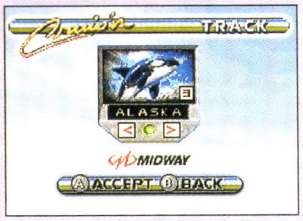




CRUISI'N VELOCITY
Everything Unlocked

From the main menu, access the Password option. Enter these codes to get to new levels in the Single Player Freestyle Mode.

Holland Open
HLDDSNST
Holland, Ireland and Alaska Open
HLDDNRLN
All Levels Open
HLDDHVGD



VPB97I
Level 5
LLCOBK
Level 6
8PW2DY
Level 7
NQWOJF
Level 8
WRC9SQ
Level 9
3RC!94
Level 10
XRDZB1
Level 11
YRX2DQ
Level 12
3NX2JX
Level 13
LTD!SK
Level 14
ZTFZD8
Level 15
BYY2NL
Level 16
M2F9S7
Level 17
LYGOBO
Level 18
1FZ2CJ
Level 19
F2Z2FM
Level 20
F2Z2KR
Level 21
PNG!TL
Level 22
WRG!!C

POCKET POWER: DREAM SCHEME

Enter in the following passwords at the main menu screen.

Ocean Shores Beach
4GWD!KL1
Mad Town
MFKGTB!R
Elementary School
2V74BFDG
Town Square
6!LN99V5
Neighborhood
?FXX6BLJ
Spooky Woods
2L!DZHS8
Power Hills
HRB4KB4K
Complete All Levels
KLSX74ZR

SONIC ADVANCE

Classic Mode Sonic

Use this code to have Tails follow you during the game like he did in Sonic 2 & 3. Input this button sequence at the character select screen. Highlight Sonic and press Up. Move over to highlight Tails, and press down. Next highlight Knuckles and press the L-trigger. Finally, highlight Amy and press the R-trigger. Move back to Sonic and press A. If the trick is done correctly, you will hear a chime. Now during gameplay, Tails will follow your every move!

SPIDER-MAN: MYSTERIO'S MENACE

Amazing Passwords

Below are the passwords (in bold) and what they open up when you use them.

W7HV1
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open.
W7HZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor.
W70ZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open.
080ZG
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open,Web Compressor, Chemcorp Open, Left Wrist Container.
Z787K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open.
ZV87K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container.
ZV7Z2
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit.
ZV3Z0
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit.
HV37K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open.
JV37H
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt.

TONY HAWK'S PRO SKATER 2

Button Codes

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

Cheats Opened
Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.
Smiley Face Blood
Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.
No Blood
Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.
Constant Zoom In and Out
Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START.
Unlock Spider-Man
Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).
Level Select
Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down.
Level Select and Lotsa Money
Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

WOLFENSTEIN 3D

Weapons and Invincibility

Pause during gameplay and enter these codes at the Options screen. If you hear a sound, the code has been entered correctly. You will need to re-enter the weapons cheat once you run out of ammo.

Get All Weapons, Full Ammo and Health
Pause game and hold L+R, then press A, B, B, A, A, A, A, A.
Invincibility
Press Start and HOLD L + R and press A, A, B, A, A, A, A, A

GAME BOY ADVANCE

GAMESHARK CODES
MEGA MAN EXE2

Must Be On [M]
049F4C2B0A26A0C1
5E48E75D396DF480
Max Health
C876CEF43E6B7223
Max Zenny
64D01EB0B8DD01C6
Inf All SubChips
6DB2A1180771F66E
BFAE13E366A75B10
Library Complete
17A352429C50B1D4
60069AB1C5855A65
325A2F30DF251F09
5A2EEFAE27B52F1B
6E6A19DDC8240B9E
991953572AEF42B8
BBD41B8B786CF7F4
19469D282BF9E555
AEE392AA65D26870

GAMESHARK CODES
SCOOBY! DOO THE MOVIE

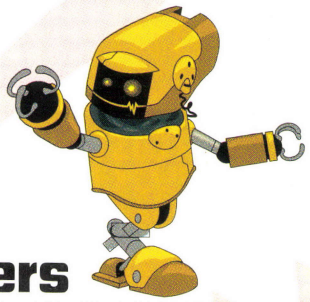
Must Be On [M]
8C6E31DA61684A12
42053F47675EEDBB
Pause For Hlth/Stmna
02FF0553EA89E9E7
EABB4CE480ABA24C
Max/Inf Tokens
A934CE33B0042A37
Tons Of Items
511F2C044875BF63

GAMESHARK CODES
GT ADVANCE 2

Must Be On [M]
377CCDA75B45AA0F
D27C7B396680C649
Always Turbo Boost
484C12F80DE4B526
Inf Time-License
B1E866BD11378E67
80E0D2980FC802BA

FAN CLUB

Rants and Raves, Opinion Polls, Fan Letters



WELCOME TO THE CLUB!

Although some of our readers are rather ill-equipped to understand the quantitative data represented in last month's poll, someone will have to tell them that 84-percent of their peers think that we should keep on zinging dummies. The people have spoken.

Rants n' Raves p104 **Hot or Not** p106 **Gamerdex** p107

ALL HOPE IS LOST

Dear GameNOW,
I was reading the Outrageous Outtakes section in issue 10, and I wondered why Ethan thought that Bob Hope looks like a vampire. Isn't Bob Hope that old comedian who who tells jokes to all the guys in the army?

William Hartly
Address Withheld

You're right, Billy-Boy, Bob Hope used to entertain America's troops at a number of USO shows. Of course, the operative word in your description of Mr. Hope is "old." If you've seen any recent pictures of the comedy legend, you'll notice that Bob's looking less, well, alive than he used to. In fact, astute readers may remember Bob Hope's cameo appearance in Konami's hit PlayStation game, Castlevania: Symphony of the Night. Check out the screen below for a little reminder.

THIS MAG AIN'T RIGHT

Dear GameNOW,
Why do your portraits make you all look like fat *King of the Hill* rejects?

~Aeris
Address Withheld

Well, Aeris (wait—aren't you dead?), it's because we are fat, King of the Hill rejects. Back in 1997, all of us tried out for various roles in Mike Judge's new animated series. None of us

"HAVE AT YOU!" *Hardcore Castlevania fans were stunned to see that Richter Belmont faced Bob Hope, and not Dracula, at the beginning of Symphony.*

LETTER OF THE MONTH

YOU GO, GIRL!

I have been reading *GameNOW* for some time now, and I've noticed a lot of the same type of letters that you get from readers. There's the letters about folks getting wives and girlfriends to play video games, and then there's the letters from readers who want to know which system is best (or to complain about a game coming out on a system that they don't own). As a gamer and a mother of a 12-year-old, I have to say women do enjoy gaming, and not the silly games you seem to think we like. I was a teen in the boom of the arcade generation, so I grew up spending every penny I made in the arcade. Many of my female friends grew up in this time also, and are gamers themselves. Of course, the release on consoles made my life much easier. My favorite games are no doubt the Resident Evil series, *Parasite Eve* and *Tomb Raider*. The scarier the better actually (yes, women do like to kill zombies with the rest of you guys). On the flip side, I also love the Mario games, Sonic games and Crash Bandicoot! Actually, I got my son into video games and could kick his butt at most until recently—he has come into his own on skating and snowboarding games, and I just can't compete with him anymore (I am so proud!).

As for the other item, the only solution for the complaints about the exclusive games is to own all the systems! There is nothing worse than a game being released that you can't play because you don't have a PS2, GameCube or XBox, so get them all and quit complaining. At the new prices there is no excuse. Yes, I do own them all and love the look on the rental guys face when I rent a PS2 game and GameCube at the same time. They always have to make sure I know these are two different systems.

Gina
skittyskat67@hotmail.com

You're da bizomb, Gina. We wish we knew more women like you, but since we don't, would you either (a) marry us, or (b) become our Mom, too? Please? In the meantime, check out www.gamegal.com. It features lots of cool, grrrl gamers just like you. We think you'll dig it, just as much as we dig you.

WHERE'S CID? *There are Cids all over the Final Fantasy universe. In FF8, Cid is the headmaster of the SEED school. Can you find him in the other games?*

could pull off the Texas accent. Even our old pal, Kenneth "Slim" Miller couldn't get the proper drawl even though he's from the Lone Star State. After our rejection, we decided to start up a magazine devoted to video games and video game accessories.

CID AND YUNA

Dear GameNOW,

Have you ever noticed Yuna from *Final Fantasy X* says that her great uncle is Cid? Is this the Cid from *Final Fantasy VII* or a different one?

Name Withheld
cruzmex3603@aol.com

It's a different Cid. Square has a habit of connecting the Final Fantasy games through subtle references like that rather than through storylines. For instance, you've probably noticed that creatures like Chocobos and Moogles appear in multiple FF games. You also often find two characters named Wedge and Biggs somewhere in FF titles (they are, of course, homages to the Star Wars movies). And, of course, there are many different Cids in the Final Fantasy universe.

It's kinda like the picture of Final Fantasy VIII that occasionally pops up in the pages of GameNOW. It just serves as a gentle reminder that even though you're not reading the same issue as you did last month, you're still reading GameNOW.

LOOK AT THIS LOSER

Dear GameNOW,

I positively agree with DAmJrok (letter of the month *GN* #09) when he describes his disappointment in *GameNOW*. It seems to me that you're better at insulting your readers than you are at managing your own magazine. I believe you editors were just caught off guard by the truth of his statements and could not come up with a proper response (very much like your other responses). No offense, guys, but I believe it's time to throw in the towel and quit even trying.

Litalian D
bdowless@hotmail.com

You positively agree with DAmJrok, do you? Well, you'll probably be interested to know that Mr. David Mayes, AKA DAmJrok, wrote us back after we published his letter with the following statement:

"Let me tell you how honored I am to be the writer of the Letter of the Month. It is such an honor to know how much effort you guys put into insulting me. I know I seemed a bit harsh and somewhat ignorant, but I wrote that letter without much thinking. I do enjoy the magazine for what it is... Considering most of you guys contribute to EGM, my letter was somewhat pointless."

Wow. You sound kind of stupid now, don't you? So anyway, Litalian D, we'll stop trying when you stop being wrong.

Oddball Letter of the Month

I just finished playing Skies of Arcadia for the Dreamcast, and I had so much fun with that game! I played day and night at an average of 5 1/2 hours a day. When I beat the game and the credits started rolling, though, I stood there staring in shock. Then, I literally started crying. You wouldn't imagine a 14-year-old boy crying over a game, but that's how much it meant to me.

So anyway, after I stopped crying, I took about 3/4 of my video games (about 84 total) to the pawn shop. After I got my money, I went to every store that I could think of that sells video games so I could buy a copy of Skies of Arcadia 2. I even went to eBay looking for it! Unfortunately, I could not find a copy of this game anywhere, so I decided to go straight to the source.

So this brings me to the purpose of this letter: Can you please make a Skies of Arcadia 2? It would mean so much to me, even if I have to pay you. I will save up and do that. Please, do whatever you have to do to fulfill my wish.

Robert C. Dawson Jr.
Landover Hills, MD

Sorry, Rob. We'd love to make SOA 2, but after making GTA III, we're just beat. We're sticking with magazine stuff...and finishing work on FFXI.

GAMENOW MESSAGE BOARDS

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RE: WHAT HAPPENS IF GAMENOW RUNS OUT OF PEOPLE TO MAKE FUN OF

X-ClOuDStRifE-X
Posted On: 07/09/02

What happens if they lose enough stupid questions like The final fantsy 12? i like that response!

Reply to This Message

X-ClOuDStRifE-X
Posted On: 07/09/02

I can just imangine
::: World would stop spinning :::

Reply to This Message

GN-PhilT
Posted On: 07/09/02

Oh, don't worry. I can personally guarantee you that we will never, ever run out of people to make fun of...

Reply to This Message

spong13
Posted On: 07/09/02

On that off chance I'd write in and ask really stupid questions under different names like mike Gonzalez.

Reply to This Message

RE: WHAT HAPPENED TO THE GRAMPA GAMER?

IIXxCloudxXII
Posted On: 07/11/02

they were pretty cool I haven't seen them since I think issue 3 or 4

Reply to This Message

Rants n' RAVES

WHAT YOU LIKE AND WHAT YOU DON'T

Dear GameNOW,
Props for GameNOW's "Top 10 N64 Games" list! I particularly agree with the very high ranking for Pokémon Puzzle League (#4). I'm not a huge Pokémon fan, but the game really doesn't have much to do with traditional Pokémon. The gameplay is great, and deserves the rank GameNOW gave it. If you haven't got it, and you want an excuse to dust off the N64, pick it up (I got mine for $10 a few months ago). It's definitely an addictive and fun game! What do you think of the list? I personally can't believe Perfect Dark was left off, so I would have switched off WWF No Mercy for it. Everything else is dead on, though!

Paladiin
GameNOW Message Board

Yo GameNOW,
Your mag has really changed in the past issues, and I must say it rocks!! Your fan mail is really funny, and your reviews are great (maybe you should put a little section in the corner of the page for other reviewers thoughts, though). I see a lot of people complain about mistakes in your mag—maybe you should put a "Oops, I @#$% Up section" in the book or something. Oh, and that guy with the idea for the fold-out Final Fantasy VIII pic (the classic picture that is featured in the challenge box—ed.) is genius! Keep up the good work (I didn't pay $24.95 for nothing). Oh, and by the way—"BABY BOB" SUCKS ASS!!

Mike Escanuelas
punk765432@msn.com

UNDERCOVER ZING

Dear GameNOW,
I was recently playing *Grand Theft Auto 3* for the PlayStation 2, and in the mission Two-Faced Tanner, Asuka says that one of their drivers is an undercover cop and that he's useless out of his car. Would the driver she's talking about happen to be Tanner from the Driver games? I know you guys can answer my question.

Adam Schuleman
skippily_doo_daa@yahoo.com

Well, the Grand Theft Auto and Driver games are produced by different studios, so the association is unlikely. However, and this is pure speculation, the fact that Asuka says that Tanner is "useless" out of his car could be interpreted as Take 2 Interactive (developer of GTA) making a dig at Reflections Interactive Limited (developer of Driver).

CARROT TOP'S A PRIME SUSPECT...

Dear GameNOW,
I was just reading your Mario Kart Bit Char-G news article on page 26 of *GN* #10, and was wondering something. How big is that little Yoshi guy? You said, and I quote, "These tiny racers are not much bigger than a Matchbox car (check out how they size up to a quarter in this picture)." So, umm...where's the quarter? Did someone have to make a quick phone call before the shot was taken (ya could of used 1-800-C-A-L-L-A-T-T). I feel strangely denied, and the rest of your readers probably do too...or not...

Dawn Messner
dusktildawn311@yahoo.com

Apparently what happened is that a GameNOW art director, who shall remain nameless—DAVE MALEC, cropped the Yoshi picture so it no longer included the quarter that the article described (see the original picture in its full glory above). Rest assured that this nameless art director (dave_malec@ziffdavis.com) has been made aware of his mistake, and there is no longer any need for GameNOW's thousands of thousands of e-mail equipped readers to remind him about it.

Also, in regards to 1-800-C-A-L-L-A-T-T, we refuse to use that service until AT&T stops using hilariously unfunny prop-comic, Carrot Top, in its ads. We dislike that man.

SPARE A QUARTER *As you can (finally) see, the remote control Bit Char-G cars are extremely tiny. That quarter could crush poor little Yoshi's head.*

FAN CHALLENGE

We set the task, you waste time trying to do it. Sweet.

GameNOW's has published its infamous Final Fantasy VIII picture almost every month since it started last year. Do you think you find 'em all? The first person to email us the location of each picture will win a special FF8 package.

CHALLENGE Find the FF8 pics

This group of adventurers has graced pages of GameNOW more than we care to mention.

Need a clue? The hardest pic to find is in our June 2002 issue. Look hard, and you'll find it.

BACK TO THE FUTURE

Dear GameNOW,
Has Nintendo stopped making games for the N64? I've heard rumors that Nintendo has stopped making games for the N64 because of the GameCube, and I'm just furious! I'd really love it if they started to make video games for the N64. I'm really interested if they had *Mario Party 4* for the N64, too. Your new fan.

Mariosuperstars01
Address Withheld

Figures, huh? First they wipe out eight track tapes and now Member's Only jackets are on their way out, too. What the heck?! Yeah, they should keep making N64 games, and bring back those nifty pull-chain toilets!

WANTED: VICE CITY

Dear GameNOW,
What happened to the info on *Grand Theft Auto: Vice City*? I read through the whole August issue a couple of times then noticed the picture of *GTA:VC* on the front with claims of new info, only to find that it was nowhere within the magazine, did i get a poopy copy, or did some rabid weasels come running through the *GameNOW* offices and devour that story just before it was put to print?

Chris Sosnowski
Address Withheld

Sorry 'bout that Chris. Our bad. Rockstar has been very secretive about anything Vice City, and thus we thought we'd have some good info for you, but we're sadly mistaken. So why'd we put it on the cover, then? Why, so you could write in and we could feature your name in the mag, of course!

STICK 'N' MOVE

Dear GameNOW,
I've been searching my local stores for a good flight stick for Ace Combat 4. I finally found the Hori Ace Combat 4 Flight Stick on the internet, but I'm not sure if it will work for the U.S. PS2. Would you please tell me if it will work with my system? If not, do think you could recommend any other good flight sticks?

Name Withheld
Address Withheld

You're in luck. The Hori stick will work fine on your system and should make Ace Combat 4 all the more enjoyable. But be careful. Many who've made the purchase have found themselves singing to Kenny Loggins, towel-slapping others in locker rooms, and suddenly calling themselves, "Iceman." Now that's just plain wrong.

TAPPA-TAPPA-TAPPA

Dear GameNOW,
Do you know if there are going to be any decent four-way games that use the multitap coming out for the PS2? The only one that I can think of right now is *Twisted Metal Black*, but I want to know if there's anything else in the works.

Aaron Mac
air_dogg88@hotmail.com

Aside from titles like Tekken Tag and WWF Smackdown, you'll be able to get your tap on in TimeSplitters 2 and most upcoming sports titles like Madden and Hitz. Tap away!

FOREIGN POLICY

Dear GameNOW,
Will U.S. gamers be able to play online games (*NFL 2K3, Madden 2003, Timesplitters 2*, and *SOCOM U.S. Navy SEALs* in particular) with people who live out of the country?

MIKE OH
ohmike33@msn.com

It's technically feasible—Sega let U.S. players team up with Japanese gamers for Phantasy Star Online. But most likely, a majority of online games will be region-specific due to language barriers, server limitations, etc.

BOOK WORM

Dear GameNOW,
Love the mag,I have recently finished reading *Opening the X-box* and I'm hooked on video game books! Unfortunately, books on video games are very hard to find! I just got *Highscore*, and I've got the Halo book, too. I need more video game books, though. Do you guys know of any, and what do you recommend?

Landon Baude
Address Withheld

Steven L. Kent's new book, The Ultimate History of Video Games, is a must read, and so is David Sheff's Game Over (which covers Nintendo's history).

OUTRAGEOUS OUTTAKES

TAKE 1...

Some Wacky Garble That's Being Said...

"*I have decided that when I have children of my own they will not be allowed to watch television, read magazines or see movies. I'll raise them on comic books and violent video games.* **- Penny Arcade comic strip artist Mike "Gabe" Krahulik on the content of teen magazines.**"

"*It's like I'm playing* Fantavision *on a 40" screen!* **- EGM's Chris Johnston, watching a July 4th fireworks show.**"

"*I don't really think that I'm tired—I just don't wanna work. You know what it is? I think I'm just lazy.* **- Phil, explaining why he has trouble getting motivated.**"

GAMENOW MESSAGE BOARDS

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RE: BEAT THE GEEK

MattGNO
Posted On: 07/10/02

I was watching this show, and I got to thinkin, wouldnt it be great if Phil was a guest geek? he could be the video game geek! I mean, Phil is really clever and knows a lot about games, and he would look hilarious in that robe!

Reply to This Message

spong13
Posted On: 07/10/02

Dude I could be the videogame geek not to diss phil though cause he has one righteous tude. Anyone who plays videogames all day could do it with ease... I have no life can you tell. I'm going to go cry now.

Reply to This Message

Robogokua
Posted On: 07/10/02

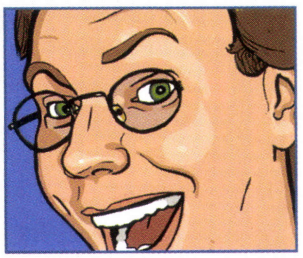
finding a gamer that has passion for all things that are video game are sure hard to find cos most of them only care for a certain company/ brand/type of game (fanboys and such).

Reply to This Message

spong13
Posted On: 07/10/02

i like nintendo, However I own a sony and the cube and in the near future I'll own an xbox.So I could still do it like must of the people on this board.

Reply to This Message



TOP TEN WORST GAME BOXES

It's a wonder that any of these titles sold with this awful box art.

1 **MEGA MAN—NES**
Mega Man's cool, right? You wouldn't know it from his first game's cover, where he looked like some gimpy middle-aged man in day-glo body armor.

2 **SUPER BUST-A-MOVE—PS2**
When we think of *Bust-A-Move*, we think of Bub and Bob, the dinosaur stars of the game, not a baby spitting up what looks like a bloody bubble. Whatever.

3 **PHALANX—SNES**
Because nothing says "space shooter" like an old hillbilly pickin' on a banjo. Bad as this cover is, we love its cheesiness. To bad the GBA box art was changed.

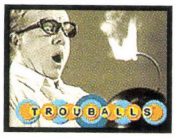
4 **STREET FIGHTER ALPHA—PSone**
Back before Capcom realized that gamers liked anime-style artwork, the company "Americanized" its Japanese box art. Meaning, of course, "crapified."

5 **DYNAMITE DUKE—GENESIS**
You wouldn't see this box nowadays. A crazy-looking soldier pointing a realistic-looking UZI at you. That's right, Sega, scare us into buying the game.

6 **COSMIC FANTASY 2—TURBO DUO**
The Cosmic Fantasy series has a ton of great artwork associated with it, so why did this disgraceful art make the cover? For shame, Working Designs.

7 **RESIDENT EVIL—PSone**
The box art for the GameCube *RE* might be bad, but it's nothing compared to the original PSone version's cover. Is that mess supposed to be Chris Redfield?

8 **TROUBALLS—GAME BOY COLOR**
What is this game about? Are you a 1950s scientist who must diffuse cartoon-style bombs? This makes four Capcom games on the list—interesting....



9 **PHANTASY STAR 2—GENESIS**
Not only do the characters look about 40 years older than they do in the game, but Nei's pointy ears have mysteriously become horns. Simply horrible.

10 **VIRTUAL HYDLIDE—SATURN**
This box art's just as bad as the game. A generic sword-and-sorcery scene with a princess who seems *too* happy to be there.

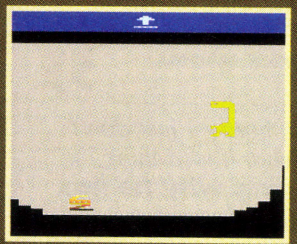
CRAP FROM THE PAST

Old games that stink it up!

E.T.
(ATARI 2600)—1982
Atari's *E.T.* for their ancient 2600 system is probably the most infamous crap from the past in history. After all, it's partially responsible for the great video game crash of the early '80s.

Desperate to get this title out for the 1982 Christmas season, Atari spent literally a month and a half creating this game. The "effort" shows in every ugly, irritating, mind-boggingly bad aspect of this mess.

About five percent of *E.T.*'s gameplay is spent running around eight different screens, dodging bad guys and collecting pieces of a phone. The remaining 95 percent is spent falling into (and trying in vain to get out of) the many pits scattered across the landscape. If the *E.T.* movie was this bad, Spielberg would be directing direct-to-video movies today.



HOT or NOT

GameNOW tells you what to like

■ **BACK TO THE FUTURE ON DVD**
Next to the Star Wars and Indiana Jones trilogies, we've been waiting for these classic time-travelling tales on DVD. They're finally coming out this December.

■ **ROBOTECH: BATTLE-CRY COLLECTOR'S EDITION FOR PS2**
Japanese gamers frequently get cool special edition versions of games that include such extras and soundtracks and T-shirts. It's nice to see a big set like that being released in America.

■ **NEW SODAS**
Between Pepsi Twist, Mountain Dew Code Red, Vanilla Coke and Pepsi Blue, soda lovers have a lot to drink.

■ **MUPPET ACTION FIGURES**
It's time to get things started, it's time to buy cool toys.

■ **GOING BACK TO SCHOOL**
Now that summer is coming to a close, it looks like school will no longer be out. Down with homework!

■ **BANNING SCOOTERS**
We hear that some cities are banning people from riding scooters. What's up with that? We're glad we can still ride our scooters around the office.

■ **"BOW WOW"**
Who does Lil' Bow Wow think he is dropping the "Lil'" from his name? He's still not that big—we got dogs bigger than that in our houses.

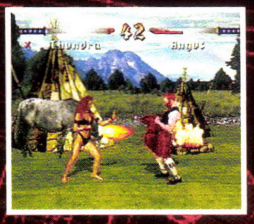
■ **PS2'S GREATEST HITS PACKAGING**
We love the idea of getting great PS2 games for only $20, but we really hate that big, ugly, red "Greatest Hits" label that Sony slaps on the front of the box. It's ugly, Sony, get rid of it.

GAMERDEX

We discovered many types of gamers out in the wild. Which one are you?

UNLUCKY GAMER

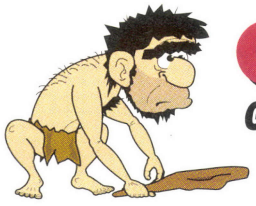
Mainstream System(s) of Choice:
Dreamcast
Hardcore System(s) of Choice:
TurboGrafx-16, 3DO, Jaguar, Saturn
Habitat:
Flea Market
Greatest Ally:
eBay
Fiercest Enemy:
Sony
Mating Call:
"Do the math." (Jaguar's ad slogan)
Diet:
Sonic-Os (They just stopped making 'em)
Fondest Memory:
Wasting $700 on a 3DO system
Evolves Into:
Sega Fanboy
Dreaming of:
Atari making a comeback
Rarity:
Rare



Special Thanks to Phillip Hanan for discovering this gaming breed. Only true Unlucky Gamers will recognize the pics above!

FIND 'EM ALL!!

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to game_now@ziffdavis.com with the subject line, "Gamerdex."

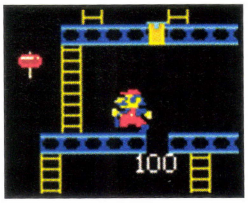


GAMING EVOLUTION

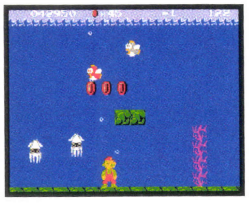
Games and characters that endured time

Mario (1981-Present)

IN THE BEGINNING
Donkey Kong (1981)
When Donkey Kong *was first released, Mario was simply called Jump Man. Still, this heroic plumber (then a carpenter), would quickly become synonymous with Nintendo.*



RISE TO FAME
Super Mario Bros. (1985)
*Despite getting his own game (*Mario Bros.*) two years prior,* Super Mario Bros. *was the game that made the man a household name. People bought NES systems just to play this title.*



CURRENT SUCCESS
Super Mario Sunshine (2002)
*After playing a few supporting roles in other GameCube games (*Luigi's Mansion, Super Smash Bros. Melee*), Mario finally gets a GC game of his own. 'Bout time!*

Captain Lou Albano, ladies and gentlemen. The only true *Mario.*

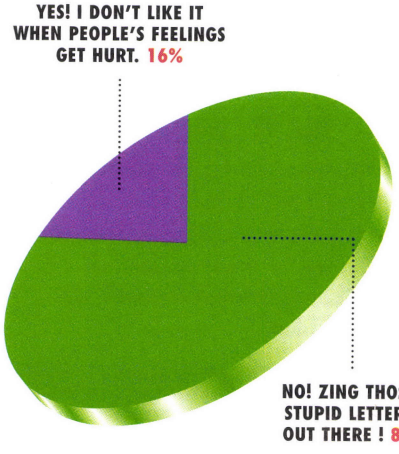
MOST EMBARRASSING MOMENTS
The Super Mario Bros. Super Show! (1989) *and* Hotel Mario (1994)
The Super Mario Bros. Super Show! *featured Mario cartoons intercut with live action segments that starred WWF veteran Captain Lou Albano as Mario. It was even more embarrassing to watch than the live-action Mario Bros. movie. As for* Hotel Mario, *we're all still stunned that Nintendo allowed Philips to create a Mario game for that company's laughable CD-i system.*

OPINION POLL

Who is the coolest Nintendo character—Mario, Samus or Link?

Head over to the *GameNOW* message boards at www.gamers.com to see the choices and voice your opinion. That's www.gamers.com, folks. See you there!

"Should *GameNOW* put on a skirt and stop 'zinging' its readers?" - last month's topic

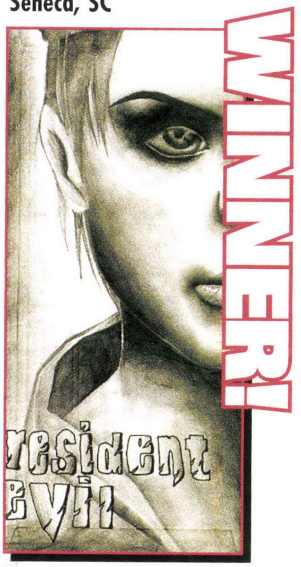


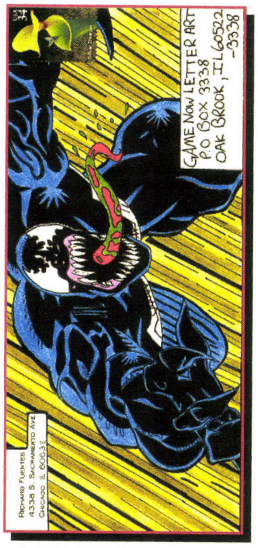
FAN LETTER ART

Where A Little Creativity and a Stamp Can Make You Famous!

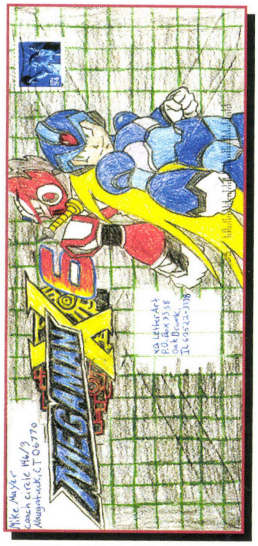
Send your letter art submission to: GameNOW Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) All entries become the property of ZD Inc. and will not be returned.

1ST PLACE
Ginger Stephens
Seneca, SC





2ND PLACE
Richard Fuentes
Chicago, IL



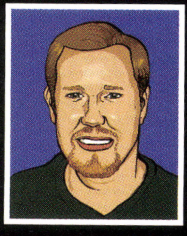
3RD PLACE
Mike Mayer
Naugatuck, CT

GAMENOW CREW

DAN LEAHY
EDITOR IN CHIEF
*Manzo's gone and Dan's got no sympathy. All those lost hours to Urban Yeti, all the Fonzi references, all the snide "whatever, chief" comments. Actually, he really will miss the big lug *cries*.*

JUSTYN HARKIN
MANAGING EDITOR
Although he's been trying to hide it from his coworkers, Justyn is actually happy that Manzo is leaving. Why, with Manzo gone, Justyn can finally stake a claim to the position of "staff hottie"...

PHIL THEOBALD
REVIEWS EDITOR
In case you haven't heard, Phil's been playing a lot of Mario Sunshine lately. Still, the boy paused long enough to say goodbye to Manzo (and laugh at Dave). See ya, Manzo—you're off the case.



ETHAN EINHORN
PREVIEWS EDITOR
With Manzo leaving, who is Ethan gonna play the new Rocky game against? Either Phil or Mr T. (he isn't busy, these days, is he?) better lace up their Everlast gloves and get ready to spar.

CAREY WISE
SENIOR ART DIRECTOR
Yes, Manzo will be missed by all here at GN. Carey will never meet anyone quite like a guy that can quote the Fonz, imitate Barney Rubble, and respond with catch phrases like "Cool and the gang."

DAVE MALEC
ASSOC. ART DIRECTOR
Work won't quite be the same without Dave's spikey-headed Italian compadre. Now he'll have to go to the Olive Garden for that garlicky aroma, rather than sticking his head in the next cube.

MARK MANZO
ASSOCIATE EDITOR
What the--? Yep, this is Manzo's last issue. It's been swell, but he's off to see the other side of the industry as a game designer. But he'll be back. They always come back. Muwahahahahahaha!

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GameNowEdit GameNowMag Use AOL Instant Messenger to catch us while we're at work. If you got questions, we've got answers.	GameNOW FanClub P.O. Box 3338 Oak Brook, IL 60522-3338 Send your Letter Art and other contest entries here.	Game_Now@ziffdavis.com You can also contact your favorite editor by filling his name into this simple e-mail address: [first name]_[last name]@ziffdavis.com

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GAMENOW'S LAST-MINUTE LOOK

The best thing about working at GameNOW is being able to play all the video games you can handle—the worst thing, of course, is doing work. Here's a look at the game that's currently ruining our productivity.

BLOOD RAYNE

So, wait... you want martial arts, evil Nazis, tons of blood and a hot vampire heroine—all in one tasty next-gen adventure game? Coming right up! *BloodRayne*, Majesco's gory new horror title, is headed to the PlayStation 2, the Xbox and the GameCube, and it's set to hit store shelves on Halloween day (perfect timing, eh?). The early build we got our hands on was smooth, fast and exciting; it kinda felt like a cross between *Buffy the Vampire Slayer* and *Tomb Raider*. The emphasis is on high-impact action sequences, and a potential sequel is already being whispered about.

When Agent BloodRayne is low on health, all she has to do to regain strength is to attach herself to an enemy and start sucking away.

Nazis aren't the only enemies the heroine will be fighting. Her job is to hunt down all kinds of sinister supernatural threats to humankind.

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1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by September 20, 2002. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue.
2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about October 1, 2002. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
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7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2002 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

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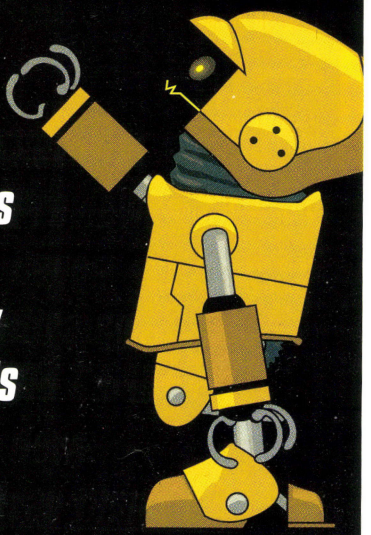

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NEXT MONTH

A LOOK AT UPCOMING ZIFF DAVIS PUBLICATIONS

GAMENOW OCTOBER 2002

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If Street Hoops is your thing, check here for our review of Activision's new baller. Can it outdo EA's NBA Street? Find out here.

Brute Force *is shaping up to be another killer Xbox application. Think* Halo, *online, with more weapons and strategy. Yeaaaah!*

Strategy abounds next issue, as we go in-depth on two of the summer's hottest games. First, don't miss our *Mario Sunshine* spectacular. We'll take you through Mario's toughest challenges and expose some of the game's biggest secrets. In *SOCOM*, we'll lay out all the tactical tips you need to be the baddest SEAL on the planet. We'll also have our complete range of news, previews, reviews and other assorted goodies. Yummy.

PLUS!

- Pychonauts
- Brute Force
- Wario World
- Street Hoops
- Metal Gear: Substance

COMPUTER GAMING WORLD

On Sale September 10

THE SIMS ONLINE

The biggest-selling PC game of all time is going massive-multiplayer this Fall, and it's either the best idea or the dumbest idea we've ever heard of. *CGW* goes behind the scenes to chat with the developers.

ALSO FEATURED:

- F1 2002

ELECTRONIC GAMING MONTHLY

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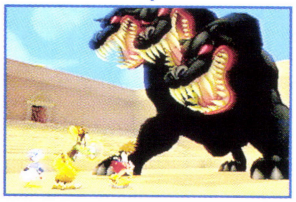

PS2'S ONLINE LAUNCH

Next issue, *EGM* gives you a comprehensive guide to all things online: everything from reviews of the PS2 online launch games to a tutorial on getting you set up for action.

ALSO FEATURED:

- Mario Sunshine
- Kingdom Hearts

OFFICIAL U.S. PLAYSTATION MAGAZINE

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KINGDOM HEARTS

Square. Disney. *Kingdom Hearts.* Find out how this enormous collaboration came together in *OPM*'s cover story

ALSO FEATURED:

- The Getaway
- Dino Stalker
- Onimusha 2

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